The Carer – Traits and Personality

Background

* Gender: Female
* Age – Early adult (18-23)
* Designed as mannequin – appearance will be made of light brown wood (see Carer Moodboard)
* High pitched voice – soft spoken is her normal tone when near the player (calm) but will talk aloud when the lights go out (calling for the player)
* OCD – it’s her way of cleaning and lay out the furniture of the house, after all the MC can’t do it as he is too old and so allows The Carer free will to do what she wants with the place.
* Inexperienced – she doesn’t know how to do her job properly but she is trying her best to do the tasks that she has (keep place clean, make sure MC takes his medicine, look after MC)

Plus: Her inexperience means she isn’t fully aware of the MC’s condition, meaning she doesn’t understand what anterograde amnesia is and what it does (Check backstory)

* Panicky – first job meaning if anything goes wrong she’ll panic as she doesn’t want to lose her job
* Nervous – She won’t approach the player if the player is not busy or if there are no problems (will only approach if the lights go out, player is doing a puzzle, player goes in her room and she sees)
* Overprotective – She just wants the MC to not do much or anything to give her an easier time. She mostly just wants the money.
* Knows about the MC’s wife – she was called in because the MC’s wife died recently and knows he doesn’t know that she died. She wants to avoid the MC from finding out however as she doesn’t want him to become depressed/suicidal.
* Lives with the MC – She trained for live-in care where she lives with the resident to look after them (Example: <http://www.christiescare.com/index.php/live-in-home-care/>)

Traits in game

* Carer walks in a systematic path around the house

The Carer will always walk in a pattern around the house to mimic that she sticks to a cleaning routine and to follow her job. She will only break this path if she is looking for the player.

* Carer will stop to stare at the player if they both look at one another

The Carer will stop moving if she and the player lock eyes and will not move until the player looks away. This is to show her unease around the MC and her nervousness (could give sound clues like ‘um..’, ‘uh…’, ‘are you… Okay Greg?’ ‘Is something the matter?’) Breaking the eye contact could then prompt to say ‘Okay then’ or similar.

* Carer will approach the player if she sees him in stopped doing a sliding puzzle

The Carer’s main goal is to just give the MC his medicine every now and then; however she also wants to distract him from what he’s doing as the MC will only do these puzzles when facing something significant to his wife (which The Carer wants to avoid the MC from finding out she died and keep him oblivious). Distracting the MC will cause him to forget about what he was doing and will revert the memory he is on, causing him to be set in a room with objects being moved again (example: MC is caught, black fade to MC now sitting on his chair in the living room with The Carer in the other chair).

The Carer doesn’t want to startle the MC and will approach him quietly, especially as she is still nervous around him:

1. If The Carer is caught coming towards the MC as he stops the puzzle and faces her then The Carer will stop moving and give a startled inhale, followed by an apology. When the player turns away (Not into the puzzle) The Carer will go back to the middle room and follow her systematic path again.
2. If The Carer catches the MC in a puzzle, the MC will exit the puzzle and turn around to The Carer who will give him his medication to take. Then this will fade to black and the memory reset. The Carer could say something like ‘Sorry Greg, but it’s time for your medication’ or ‘Greg, you need to take your medication’ in her soft voice.

* The Carer will do actions that relate to the MC’s wife.

The Carer is unaware that she is doing things that the MC’s wife use to do. For example:

* Sitting in her chairs (living room and dining room)
* Drinking from her cup
* Taking the responsibility to update the noticeboard
* Having a piano in her room which the MC’s wife use to play
* Could have some of her quotes relate to the memories the MC solve, for example: ‘I wish I could practice the piano again’ or ‘I would love to get married… Reaching 50 years of marriage is one of my biggest goals’.
* She could also start saying things such as ‘sweetie’ or ‘darling’

These details may be small, but noticeable enough for players with a keen eye to spot these and assume that either the character they’re seeing is the MC’s wife, or The Carer who is unaware.

* The Carer will panic when the lights go out

The Carer will panic when the lights go out as she feels that something happened to the MC. She will begin frantically searching the house and calling for him to find him. Once she sees him she will continue approaching him asking many questions. Although she cares about the job more, she does care a little about the MC (but not so much).

The dialogue for this could reveal more about The Carer, for example:

Searching for the MC: - Voice is panicky and unusually loud

1. Greg??? Greg where are you?
2. Oh no what if something was to happen to him
3. I could lose my job! I could be sent to jail!
4. Ohh If my boss finds out something happened to Greg they will kill me
5. ..Oh no oh no oh nooo…!

Found MC – voice still panicky but starting to calm down

1. Greg! There you are
2. Greg I was so worried
3. Greg are you hurt? Are you injured?
4. Greg are you okay? Please tell me are you okay??

MC turns the power back on – The Carer relieved and calmed down

1. Phew… Thank you Greg
2. Please Greg, don’t let the power run out again
3. Oh my gosh I was so worried that something happened to you

* At the end of the epilogue The Carer will rush over to try helping the MC.

The Carer is not a bad person, and seeing the MC in pain she will rush over to try helping him and offer support, saying she will call an ambulance and start to cry. This not only shows she does actually care about the MC but also that she was just trying to do what she thought was right when stopping him from finding out about his wife.