Forget Me Not (story draft - chronological order)

Backstory (Part 1)

* Nino discovers a secret about the company/organization he works with that he shouldn’t know
* The company has been doing questionable/unethical experiments that he plans to expose
* When they find out about Nino’s findings, they try to silence him
* They kidnap him in order to question him, but something goes horribly wrong which causes him to get injured and have retrograde amnesia (lost of past memories)

Part 1

* Nino wakes up disoriented in an unfamiliar room with no recollection of past events or how he got there. He is aware of who he is though.
* Two people enter the room, a doctor and some other person he does not recognize
* While the doctor examines him, they begin to question him on what he remembers
* Since he can’t answer most of the questions, the doctor diagnoses him with retrograde amnesia, possibly because of head trauma.
* They tell him “what happened” for him to get injured and advise him to rest.
* The doctor tells him that he will return with more medication before he and the other guy leave the room, locking the door behind them.
* Although he does not know why, Nino’s senses are on high alert, like there is something important that he forgot.
* He also notices that his belongings are missing.
* Unsettled by his interaction with the two people, he tries to leave the room and discovers it is locked.
* He tries to use the items inside the room to unlock the door
  + Puzzle 1
* Eventually after wandering a bit, he finds out where his belongings are and try to get them back
  + Possible puzzle 2
* From his ID in his wallet, he discovers that he works for a company (the one that kidnapped him) but doesn’t remember anything about it.
* He also finds a piece of paper with the name of a project (the unethical one he was going to expose) but doesn’t remember anything about that either.
* In the midst of Nino’s wandering, the man from earlier finds him
* Nino finds the info/belongings he’s found
* Nino gets nervous thinking he might be angry at him, but surprisingly the man is very nice to him
* He tells him that he shouldn’t be wandering around in his condition and that he would bring him back to this room so he could rest
* Although Nino is still weary of this man, he follows him back
* He still hasn’t found out that he has been kidnapped, although he knows something is off.
* Once, they reach the room, the man tells him that if he needs anything to let him know.
* Before he leaves, he asks him how he was able to leave the room.
* Nino answers vaguely, but the man seems satisfied and leaves the room.
* Nino is perplexed by his findings, but weariness overtakes him, and he goes to sleep
* End of level 1

Backstory (Part 2)

* At some point, the company discovers that Nino has left the room
* They were going to kill him since he doesn’t seem to remember anything, but fascinated by how he has able to escape the room, they decide to use his skills and curiosity against him, hoping that he would rediscover the information they needed from him
* They decide to be nice to him and to treat him like an injured patient. They would watch him closely

Part 2

* The next day, he begins to do more investigation, but he does not tell anyone. Unfortunately, he is not aware that he is being closely watched.
* In researching the project, he discovers that he saved information for himself about the project but has scattered it in different places and in different forms for security reasons
* Through different scenarios, he regathered the info he had previously spread and discovered the secret he was trying to expose
  + Multiple puzzles could fit in this
* He also learned the situation of this kidnapping
* He realizes he has to leave in order to get the secret out, but before he can leave, he is captured and brought to the “leaders”, one of them being the man at the beginning
* He thanks Nino for doing the hard work for them to get the info they needed
* He tells him that he was originally going to kill him, but decided he would find him more useful to use in his experimentation
* They throw him in some room/chamber for experimentation
* End of level 2

Part 3

* The experiments are dangerous, so he has to survive them while also finding a way to escape
  + Random puzzles
* He finds a way out of the experiment but now has to escape from the building
  + Maybe more puzzles?
* Best ending - he escapes with the info he needs to incriminate them
* Possible Intermediate endings
  + He escapes, but loses the info
  + He does not escape, but he does leak the info
* Worst ending - he does not escape and dies