Memoryless

Game Design Document Written by Cameron Hopkins and Shumeng Zhao

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Executive Summary

Background of Memoryloss:
      Memoryless is about childhood memory loss, the disturbance of unwanted memory and the idea of reaching deep into your memories to regain that memory you once destroyed.

Story Background:
      "Anna" the main and only character in Memoryless is a character who forcefully puts her deepest darkest memory into the back of her brain without the idea of bring that back to life. As Anna grew up, she began having issues with her past by having nightmares of this incident that happened when she was younger. The problem is, Anna can't unlock that memory, she gets so deep into her dream that the moment she gets to the secret room, she blacks out, and nothing appears. Now that Anna is much older, she has a hard time remembering what is happening. She continues to visit doctors to help with this but she can't seem to get the help she needs; until she met her new doctor, Dr. Montgomery. Dr. Montgomery specializing in psychotherapy and can help Anna reach into her deepest dreams to receive that memory she's been longing for.

Goals:
      This game is meant to let the user discover their dreams, the idea of reaching into their dreams to find out how dreams and different memory pieces connect with one another. This happens through the idea of exploration. Through exploration, this helps the user discover Anna's deepest secrets that ends in a terrible accident. With the help of thought processing, you have the ability to build up the story, wander off, but still remain on track.

Game Type:
      The player uses first-person controls to control Anna, so you are never able to know what Anna really looks like, until you solve the puzzles. As Anna is control throughout her dream, she must find these memory pieces and solve the puzzles that are attached with this piece. After completion of the puzzle, the memory piece has now been stored in the player's handbook, aka the inventory.

Story/Objective

Objectives:
 You've been treated to the hospital in which Dr. Montgomery is now trying to help you reach into your deepest dream. You have received some information about your history and your passion for drawing. You must now use your skills to roam throughout your dream to find out what happened. In this dream, you are inside you childhood home with memory pieces that are secretly hidden throughout your home, and you must find those memory pieces, put together your thoughts and remember which each memory piece means to you.

Objective Completions:
 After the player has completed a memory piece, he/she is then taken into a cut scene that transcribes the memory into greater detail and gives a little more of a background about what was found. This also helps Anna remember how each memory piece correlates to the devastating memory that she has completely forgotten.

Help:
 In addition to solving these puzzles, the player has the ability to revisit memory pieces to help the player connect the next objective. This is called inventory mode.
 If the player has trouble solving the pieces, they have the ability to resume the exploration to help them figure out how to solve the puzzle. After the player has explored the house, they can reenter thinking mode to retry that puzzle.

Level Design

Overview:

      The game takes place inside a lucid dream world in which Anna can explore her dream. This dream takes place inside her childhood home. Inside the home, there is furniture items that both act as stand-alone items or items that the player can control to gain access to further parts of the furniture.

Key Rooms:

The Childhood House

Figure #1: The figure above is Anna's childhood home

The Hallway

Figure #2: The figure above is the hallway that Anna uses to put her drawings up on the wall

Memory Pieces Collected: 0/6

Figure #3: The figure above is the dining room that Anna and her parents would eat at

Memory Pieces Collected: 0/6
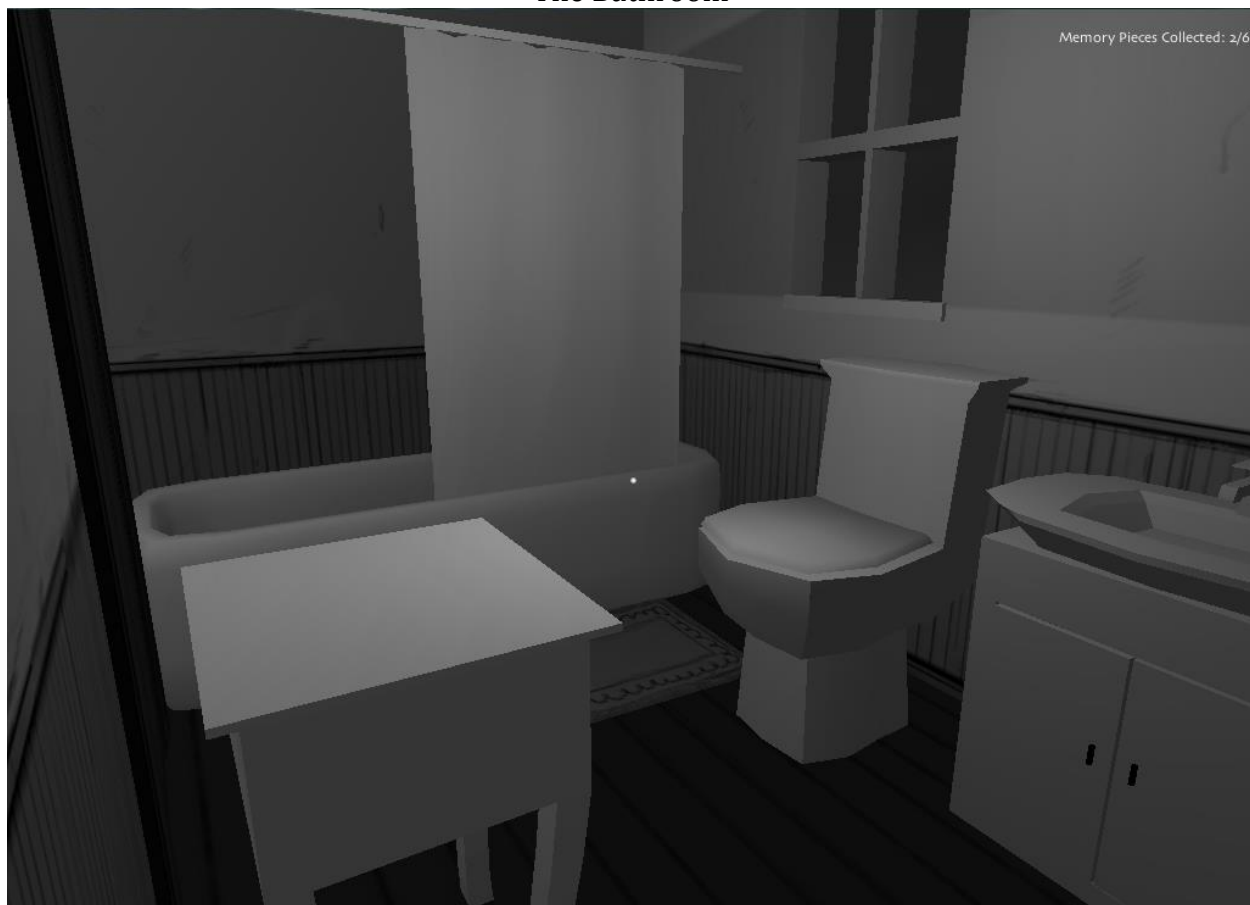
Figure #4: The figure above is the living room where Anna would play and where her dad would drink

Figure #5: The figure above is the bathroom, which is where Anna's mother used as a resource to cry without intrusion

The Bedroom

Figure #6: The figure above is the secret bedroom; this is the mystery that Anna is trying to unfold.

Gameplay

Overview:
 The player is in first-person, as adult Anna exploring their childhood home. The player has six memory pieces that they must collect and solve in order to complete the game, and to find out what truly happened in Anna's childhood.

Anna:
 The player has the ability to explore the house, reaching in Anna's deepest thoughts to solve the memory pieces. If the player completes the memory piece, the player is then taken to a cut scene to explain the details behind the memory piece. If the player doesn't solve the memory piece correctly, the player is then forced out of thinking mode and must explore other options. The player can reenter thinking mode to solve the puzzle, refer to items within the house, or go to their memory inventory mode for help.

Thinking Mode:
 Thinking mode is a mode in which the player has the ability to take the memory piece that they've found, and solve the puzzle behind the memory piece. If the player doesn't complete the puzzle, the player is then kicked out of thinking mode, which allows the user to explore other options, or reenter thinking mode to try and complete the puzzle.

Inventory Mode:
 Inventory mode is a mode in which the player has the ability to revisit old memory pieces that they've solved in order to get a description of the memory pieces collected, in the need of help.

Memory Pieces:
 There are six memory they player must collect and these memory pieces are hidden throughout the house. Some memory pieces have multiple attachments to them so the player must collect all parts in order to begin solving the memory piece.

Figure #7: The figure above is the Thinking Mode ability

Inventory Mode

Figure #8: The figure above is the Inventory Mode ability

Art

Overview:

   All the art that was used in this game was modeled, animated or drawn by the creators of Memoryless. The idea was to bring the idea of memory into the art assets. The hand drawn textures were very appropriate and gave that very sense of memory to the game. The models that exist within this game are listed below:

Furniture:

- Tables
- Couch
- Sofa
- House
- Doors
- Roof
- Sink
- Bathtub
- Drawers
- Closets
- Rugs

Artwork Textures:

- Title Screen
- Pause Screen
- Instructions
- Animated videos
- Cut Scene Images

Artwork Objects:

- Photos
- Bear pieces
- Vase
- Scissors
- Diary

Sound/Music

Overview:

Most of the music/sound effect that was used in this game was downloaded off the internet by free sites. The other sound effects and voice overs were implemented by the designers of Memoryless. The game needs to bring that aspect of memory and it is done through music and sound effects. Through the background music, thinking/inventory mode music, transition music, sound effects, and voice overs, this truly help bring the game alive and truly helps with the interaction between the user and the story. The music/sound effects used is listed below:

Music:

- Daily Dozen by Freeplay
- Beyond The Atmosphere

Sound Effect:

- Child Giggle Sound
- Closet Opening & Close Sound
- Door Opening & Close Sound
- Locked Door Sound
- Walking On Wooden Floors Sound
- Drawer Opening & Closing Sound
- Hand Grabbing Sound
- Mouse Click Sound
- Vase Breaking Sound
- Woman Breathing Sound
- Knife Stab Sound

Voice Overs:

- Done by: Cameron Hopkins, Jamyria Holmes, Blake Montgomery

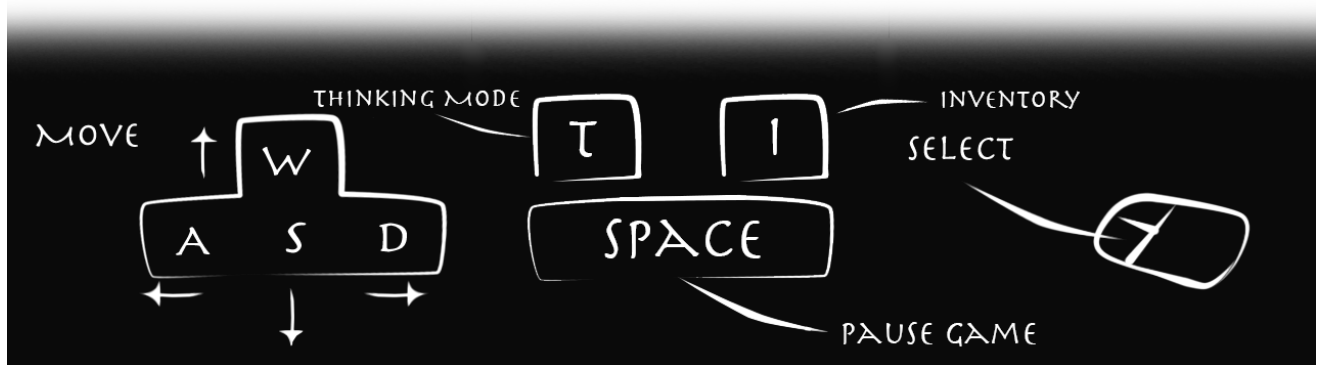# Game Controls

Overview:

      The game controls served purposely for the PC. This game was meant for the idea of using WSDA as movement controls, and the mouse used for viewing and clicking objects. There are also three additional keys used for the game which are T, I and Space key. Each used for Thinking Mode, Inventory Mode, and Pausing the game, respectively.

Game Play Controls

Figure #9: The figure above is the game play controls

References

During the process of developing this game, there was plenty of help through resources available through ACCAD department, our professor Alan Price, and our classmates. In addition to those resources, we had help from friends who helped take a role in doing voice overs, Jamyria Holmes and Blake Montgomery. There is a special thanks to our professor Alan Price for the continuous help with the development of the game, and the ideas he brought that helped trigger a better game play for users.