That dragon, cancer

# Plot:

## Chapter 1

Memory is being played with the whole family by a lake feeding a duck. Dialogue from the family discussing what’s happening to Joel and why he is sick.

Joel is a baby that has been sick, and his family don’t know why. At first, they thought it was acid reflux.

He is being fed through a tube at the hospital and his family visits him. They still don’t know what’s wrong with him. Visual: they are at the past with dialogue from the hospital

Joel is in a hospital bed on the beach with black tentacle monsters pulsating in the water. They are growing slightly with each passing pulse. The screen is carried over an ocean with the sound of a heart rate monitor in the background.

“Fear is cancer’s preservative.”

## Characters

Joel (Baby)

Dad (Ryan)

Mum (Amy)

Brothers (Older)

My Game (Press play to repeat)

# Plot:

You play as an old man going through the late stages dementia living alone After your wife died. You’re living a week through memories while your real body is in a hospital in a critical state.

With each passing day your dementia gets worse making life on your own difficult.

On days 3-7 you can hear a conversation between your family and the doctors that are supervising your condition.

On days 4-7 the colour will start to bleach out of everything until the entire house is in grey tones.

Day 6 starts out with a black screen and a heart rate monitor playing in the background.

When day 7 ends the old man wakes up to be surrounded by his family and a doctor. All the player can hear is the heart rate monitor.

# Environmental surroundings.

The old man’s house will be cluttered as an old person living on their own is. It will be colourful to start with but as the days progress the colour will be leached out of certain objects until

Environment settings:

* 1. Abandoned city. Setting is that it’s dirty, has dark and foreboding colours, it’s stormy and dark.
* 2. A ship that has been run aground on an island and abandoned. The captain is still looking for a solution to return his ship to the water.
* 3. Overgrown and forgotten city.
* 4. People living in the future after some extinction event has happened and they’re living in the remains of civilisation.
* 5.