

Settings Brainstorm for Threadbound

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1 Overview

In this document, we explore potential settings for the game *Threadbound*, a narrative-driven puzzle game centered around a sentient thread navigating a world of intricately woven environments. The following settings reflect the fragility, beauty, and challenges that the thread encounters, with each environment offering unique gameplay mechanics tied to the emotional states of the thread.

2 The Loom of Origins

Setting Description:

The Loom of Origins is a vast, ancient loom—an ethereal machine where threads are woven into existence. This place feels both mechanical and organic, with glowing threads stretching out in every direction, creating pathways, bridges, and landscapes that pulse with life. The loom’s rhythmic humming is felt throughout the environment, a steady heartbeat that connects all threads.

Gameplay Mechanics:

The player will manipulate the loom’s mechanisms to progress. This includes unwinding and rewinding sections of the loom to unlock new areas or solve environmental puzzles. The world is expansive but feels delicate and controlled. As the thread’s emotional state shifts, the loom may react accordingly, offering new paths or obstacles.

[Here goes illustration to support setting concept: visual of the Loom of Origins, glowing threads, and mechanical weaving elements.](#)

3 The Threaded Forest

blue Setting Description:

The Threaded Forest is a dense, natural environment where the trees are made of threads instead of wood. The canopy sways softly, and the ground is covered in shifting fibers. The air smells of soft cotton and spun thread, creating an atmosphere of serenity and quiet exploration.

Gameplay Mechanics:

In this setting, the player navigates through the forest by weaving through, climbing, or interacting with the threads. The emotional state of the thread affects its ability to move through the forest—relaxed states allow for smooth traversal, while anxious or angry

states cause the thread to become tangled or even lash out. Some parts of the forest may require the player to calm the thread to allow for progression.

[Here goes illustration to support setting concept: visual of the Threaded Forest, showing thread trees and soft glowing threads.](#)

4 The Tangled Gorge

Setting Description:

The Tangled Gorge is a deep, canyon-like rift where threads have become knotted and entangled. The gorge is dark and winding, filled with obstacles that the player must untangle or maneuver around. The environment feels oppressive, with the tangled threads threatening to trap the thread as it attempts to move forward.

Gameplay Mechanics:

The primary mechanic in this area involves unraveling or manipulating the tangled threads to create paths. The emotional state of the thread plays a large role here—if the thread is calm, it can carefully untangle knots, but in an angry or startled state, it may frantically twist and snap, making it difficult to solve puzzles.

[Here goes illustration to support setting concept: visual of the Tangled Gorge with dense, knotted threads and dark, claustrophobic paths.](#)

5 The Frayed Plains

Setting Description:

The Frayed Plains is a vast, open expanse of crumbling, frayed threads scattered across the landscape. These threads are unraveling and fading away, leaving the world in a fragile state. The vast emptiness of the plains gives a feeling of isolation, as though the thread is walking through the remnants of a forgotten world.

Gameplay Mechanics:

The player must navigate the plains by repairing threads and preventing them from unraveling completely. The environment becomes increasingly fragmented as the thread's emotional state changes. Calm states allow for restoration of threads, while angry or anxious states cause the threads to fray further, making progress difficult.

[Here goes illustration to support setting concept: visual of the Frayed Plains, with threads scattered across a barren landscape.](#)

6 The Spindle Peaks

Setting Description:

The Spindle Peaks are towering mountain ranges made of spinning spindles and rotating gears. High above the ground, the thread must carefully balance itself while navigating precarious paths. The air is thin, and the entire environment seems to be in motion, adding both beauty and danger to the surroundings.

Gameplay Mechanics:

In this high-altitude environment, the thread must use the spinning spindles to traverse the peaks, jumping from one spinning gear to the next. The emotional state of the thread significantly affects its ability to balance—calm states help with precision and

timing, while anger or anxiety causes the thread to become erratic, making it harder to avoid falling.

[Here goes illustration to support setting concept: visual of the Spindle Peaks with spinning spindles, gears, and narrow paths.](#)

7 The Fabric of the Forgotten

Setting Description:

The Fabric of the Forgotten is an ancient, decaying world where the fabric of existence itself is beginning to unravel. Everything here feels faded, lost, and forgotten. The world is filled with tattered remnants of once-beautiful patterns and threads that have long since lost their vibrancy. This setting feels nostalgic and melancholic, filled with echoes of a forgotten past.

Gameplay Mechanics:

In this environment, the player explores the ruins of forgotten memories, uncovering artifacts and symbols woven into the environment. The thread slowly discovers its past and the forgotten emotions that shape its journey. The player must repair the fabric, restoring pieces of the lost world and gaining new abilities that reflect the thread's evolving emotional state.

[Here goes illustration to support setting concept: visual of the Fabric of the Forgotten with faded, crumbling threads and lost artifacts.](#)

8 The Weave's End

Setting Description:

The Weave's End is the final destination of the thread, a vast, endless void where threads stretch infinitely in all directions. This place feels like the edge of existence itself—both a place of quiet reflection and the ultimate unknown. The Weave's End is a surreal, dreamlike landscape where threads are woven into strange, abstract patterns, and the thread must confront its ultimate purpose.

Gameplay Mechanics:

In this environment, the thread reflects on its journey, making decisions that affect its destiny. The gameplay becomes more philosophical and introspective, with puzzles that explore themes of existence, purpose, and emotion. The player must navigate this vast space and decide whether the thread should continue weaving, unravel, or something else entirely, based on the emotional journey it has undertaken.

[Here goes illustration to support setting concept: visual of the Weave's End with infinite threads stretching into an ethereal void.](#)

9 Conclusion

Each of these settings offers a unique emotional tone and gameplay challenge for the player. The world of *Threadbound* is one where emotions shape both the environment and the character's journey. As the thread interacts with each setting, it not only solves puzzles but also grows emotionally, creating a rich and immersive experience for players.