Game design notes

A group of 4 friends who have roles. The game can be a puzzle/mystery/story themed. Each character has a role at each stage of the game where they must try and gather information and get back to the other characters to relay the information.

\*\*\* Above was Ditched \*\*\*

One character where the game is story/mystery based. The protagonist is sick of life, is an accountant, and cut off contact with family. He had a gambling problem, so he feared for his family’s safety and cut off contact. Goal is to find your friend who is missing. Our friend was giving us something that made us lose our way and can’t remember part of our life. You look for your family and wife and try to track down your friend. The protagonist does not have memory of that part of his life and he sees pictures of his friend and tries to find him to get answers. Our wife also calls us to ask for help and we go out to help her. The missing friend is the doctor.

We were all sorts of bad things during that time which we do not remember.

Ending: We have schizophrenia, and this was all imagined and we are an accountant.

*This game could be a way to raise awareness about schizophrenia*

**World:**

Year – 2011

City – Seattle

**Names:**

Protagonist – Landon

Missing friend – Sam

Wife – Emily

Landon’s Father – George

Landon’s Mother – Bethany

Landon’s Robot Cat – Ezio