



01Reflection

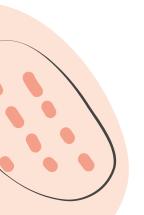
Memory Lane

02 Exploration

Lost In (insert city)



Masks We Wear







1. Memory Lane



MC -> main character



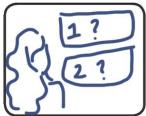
MC sitting, near pond reflecting



HOLDS 1 of 5 canterns she has each lantern HOLDS a memory



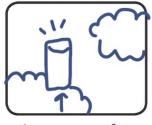
memory first plays as is



then the second time player has ability to change MC's choices.



2nd time memory outcome may change.



after processing memory, MC lets it go. 0

after each memory the MC feek more healed? lantems are let go.



more healed & at ease about her past & is able to focus on her future.

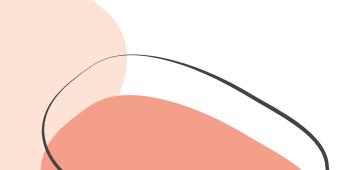








- Feelings like regret, shame, guilt, nostalgia
- The importance of letting go and looking to the past to look forward
- Healing





Inspiration

- An art style like florence
- Tangled lanterns
 - wishes, hope, reflection







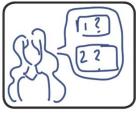




MC -> main character









MC explores

to start convo

Player continues to make choices which swings convo accordingly could be funny









could be deep

OV a.wkward

with MC explosites

or with a new friend









Digging Deeper

- External exploration & freedom
- Connecting with others
- Choices







- Before Sunrise
- A dinner I once had with my best friend

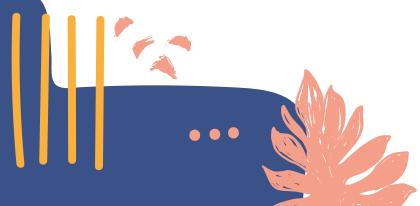
















MC = main character



mc's inner soul rides a jeep thru spirit



and finds symbolic monsters of 5

masks MC wears



mini game to go on path towards mon sters



MC'S soul makes choices to defeat monster



each time she succeeds, mask cracks



there are 5 Levels that get harder



for masks
authentic selfexpression?









Digging Deeper

- Inner freedom
- Freedom as authenticity
- Environment vs ourselves (trapped)
- Masks
 - Sunshine
 - People pleasing
 - Self basher, etc.





- Masks we wear
- My own experiences in high school
- Toxic Positivity





