**~~Robot Idea~~**

* ~~Robot constructed by alien race~~
* ~~Levels part of an ancient structure~~
* ~~Character sent to complete rituals~~
* ~~Crash landing damages memory and systems of character~~
  + ~~Explains why the player does not know how to complete puzzles despite character being built for it~~
  + ~~Allows progressive unlocking of abilities~~

**Child Idea**

* PC is a young child
* Stumbles into ruins in the forest
* Now trapped inside and must proceed deeper in hopes of escape
  + A collapse of the entrance? Or possibly some kind of mechanism that sealed the doors? Either way they will have to proceed deeper in hopes that they can find a way out.
* Abilities unlocked via the discovery of artefacts at plot points
* What’s the ending?
  + Player’s initial drive is escape
    - As well as finding their pet/companion if idea sticks
  + Is there a change in objectives?
    - Maybe something is discovered? A purpose to the ruins? Some kind of strange connection between the energy there and something else?
    - Instead of escape, the player character must now proceed further to…
      * Solve the mystery?
        + Who built this place? And why?
      * Uncover a secret?
        + Who built this place? And why?
      * Note the similarities in these first two. Could likely merge them into one plot point/drive
      * Prevent a disaster?
        + If this place goes, so does everything else?
      * Save themselves or someone/something else?
        + Perhaps the last remnants of original builders of the ruins?
        + Perhaps being trapped here was no mistake. The temple/ruins need them.

Is the intent good or ill though?

**General Stuff**

* Player chases after mysterious figure?
  + Figure appears at the exit door of the level whenever the player enters the start but is gone when the player gets there
  + Cloaked?
* Relationship to player character?
  + ~~Missing family? If so, who?~~
    - ~~Brother? Sister?~~
    - ~~Mother?~~
    - ~~Father?~~
  + Stranger?
  + The player’s pet/companion is now with the figure, either having been taken or chasing after them

**Dialogue Lines**

* Player Character
  + What… is this place?
  + What is that? Some kind of glove? What’s it doing down here…?
  + Huh? Another one? Do I need two or something?
  + Another artefact. Just what the heck is gonna happen now?
  + I’ve got to get outta here!
  + What the heck is that?!
  + Those little guys are using the energy…
  + Hey, give that back!
  + No… (Failure dialogue)
  + Hey! Give Toby back!
  + Get back here!
  + Wait! Please!
  + No way…
  + H-heroes aren’t scared of the dark…
  + I… I have to be brave
  + Heroes don’t give up
  + I’m gonna save the day!
  + I… I don’t understand…
  + What do you want from me?!
* Possible being inside the ruins
  + *~~Unintelligible whispers~~*~~?~~
    - ~~Could set a tone. Must be careful to keep the overall tone as non-threatening as possible unless a more frightening/paranoid atmosphere is desired~~
  + Please…
  + Help us…/Help me…
  + Only you…
  + You have the artefacts. You have the means. All that is needed now is the will.
  + We were great once…
  + Our people walked this land long before your kind…
  + We… fell… I do not even remember why, or how anymore.

**Narrative Outline**

* PC given a superhero costume for birthday
* Runs outside to play in the woods with dog (Sneakers)
* Stumbles on the ruins and decides to explore
* Floor gives way beneath them
* Unhurt, but dazed
* PC sees a figure across the room, vanishing through a door
  + Sneakers gives chase to figure
* PC ventures deeper inside
  + They need to ‘save’ Sneakers
* Finds first artefact
* Encounters first enemy type (little guys)
* Encounters next enemy type (thieves)
* Encounters next enemy type (wardens)
* PC keeps motivating self by playing “hero”, and reminding themselves of Sneakers
  + Could have Sneakers’ barking be heard by the PC when they enter the level
* Encounters a split in their path
  + On one side is a tunnel, down which they see not just daylight but Sneakers as well, barking and hopping about
  + On the other, a darkened doorway leading deeper into the temple once more
* PC looks back at the ruins
* Looks toward the door
* Reaches up and takes off their hero mask
  + “I think I’m done playing hero today…”
* PC leaves the temple to go home with Sneakers

**Narrative Outline v2**

* PC’s parents are archaeologists
* PC has grown up around ruins like these ones
* One day, while playing with their dog (Socks), Socks growls at the entrance to the ruin
* PC goes to investigate, but Socks runs in ahead, prompting PC to give chase
* Floor collapses beneath them, dazing but not injuring them
* As they lift themselves up, Socks is barking at a figure in a nearby doorway
* Figure turns and vanishes from sight, dropping something as they go, prompting Socks to give chase
* PC gives chase, but pauses to pick up the dropped item
* The first room inspires awe and curiosity before PC remembers his purpose
  + Sees Socks jumping up some platforms and sets off after
* At this point, as a scripted event, could have Socks jump off a powered platform, only for a Herbert golem to take away the power source before the player can follow
* PC solves room and moves on to the next since they can hear Socks barking in the distance
* PC sees Socks darting to the end doorway and sets out to reach there
* Level contains Thief Herberts (TH)
* TH make level more challenging by robbing the PC of energy whenever possible
  + Possibly have first theft as scripted so players realise what is happening
* PC eventually makes it through, now worried that Socks may be too far ahead of them
* Hurries into next room
* Scripted event of the final golem type, which for now is dubbed Big Herbert (BH)
  + Could have the BH pick the player up after taking a few steps into the level and carry them back to the entrance before turning away and exposing the energy cube on its back
* PC finally beats the level
* Clearly concerned as they do not hear Socks
* Call out for the dog
* Hears barking ahead and runs up
* Comes to a split
  + On one side, a door leading once more into the ruins
    - Possibly another glimpse of the mysterious figure
  + On the other, daylight and a barking and bouncing Socks
* PC barely looks back at the door, running towards their dog and the light