**~~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
* 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
* PC ventures deeper inside
  + Possibly because the hero saves people, so they must “help” this stranger
* A few simple puzzles to get the hang of movement
* Finds energy glove
* Puzzles to teach new abilities and mechanics
* Encounters first enemy type (little guys)
* Encounters next enemy type (thieves)
* Encounters next enemy type (wardens)
* PC keeps motivating self by playing “hero”
* Finds ability upgrade
* PC realises that the ruins are changing as they go deeper
  + Worried, but pushes on because they’re “a hero now”
* PC reaches the end of the temple, the end is nigh, the exit is before them
* PC looks back at the ruins
* Reaches up and takes off their hero mask
  + “I think I’m done playing hero today…”
* PC leaves the temple to go home