**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
* Abilities unlocked via the discovery of artefacts at plot points

**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?