**~~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 shoving an article out of the way and darting to the now cleared doorway and sets out to reach there
  + By the time they reach that area, the obstacle has moved back into place.
* 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

**Opening**

Diego is excited, blowing out the candles of a cake as his parents look on. Clearly happy that he managed to get them all, he looks up at them with a big smile. The next image is his mother holding out a present to him, which the boy excitedly grabs up. Tearing open the paper, and lifting the lid of the box, he stares wide eyed at the items inside the box. The next scene shows his parents waiting outside a closed door, his father holding up a camera as it opens to reveal Diego in the homemade superhero costume, posing proudly with one hand on his hip and the other raised high.

Diego is nervous, rummaging through a draw and retrieving an explorer’s hat. Settling it on his head, it is clearly too big for him, though he corrects it with a thick beanie stuffed inside as well. The next items to be collected are a torch and a roll of thick duct tape. A few moments work on something just below the panel and the boy holds up the explorer helmet, now with the addition of the torch taped to the top.

Diego sneaks out his family’s tent, looking around to make sure he isn’t seen before he fully leaves. Beckoning, he summons Socks over to his side and vanishes off toward the ruins.

Diego is prowling around the ruins. He clearly is trying to be sneaky, like he expects to get in trouble if he gets caught around there. Socks is bouncing around the area around the boy, though Diego tries to shush the dog, becoming worried the longer Socks keeps up his little ‘game’ with the boy.

All of a sudden, Socks freezes, staring intently into the ruins entrance nearby, which Diego cannot see into. Then the dog begins growling, drawing concern from Diego. That concern becomes alarm as Socks barks and rushes inside, prompting the boy into giving chase. The crack of stone rings through the air, the only warning before the floor vanishes from beneath him and he falls into the dark below.

**Environmental descriptions**

The first level is the most open area of the game. Vegetation is more clear in its presence here than in any other area of the game. Vines crawl over the walls, and moss clings gamely to many of flat surfaces of the rooms. Some patches, primarily around the corners, even bear host to small wildflowers, able to survive due to the open air construction allowing in the sunlight and rain of the area to nourish them. Could possibly give surfaces a more rounded, eroded appearance to signal how they’ve been battered by the elements over time.

Second level is more dim in its lighting. The plant life has thinned due to the increased darkness. Patches of moss compete with small clusters of fungus for damp patches where rainwater has seeped and dripped in through the irregular gaps and holes that pockmark the ceiling space. There is a notable feeling of ruin here, with some obstacles seeming to have come from the ceiling, falling down with time, leaving dirt scattered all around them, which the moss and fungi have taken as their own. The vines are present, but in far lesser numbers, with most looking thinner and sicklier than their cousins in the first level. Lines are crisper on the surfaces since they’re more protected, but in patches where they are holes there will likely be erosion due to years of water damage.

Third level is the darkest. While the colours themselves will show a clear darkening effect, in both environment and player (possibly to a lesser degree on the player to help distinguish?). Surfaces here will be crisp and sharp, as if time has not touched them. Plant life will be non-existent save for small patches of fungus in the odd corner, as well as near the doorway. It is here where the scope of the original ruin can be glimpsed, with so minimal damage or outside influence.

Final tunnel will run through the general feel of all three levels, starting at level three and proceeding all the way to level one nearest the end. Player character will see as lighting grows brighter and plants once more flourish as they run down the corridor. At the very end of it, they will come to an intersection. On one side will be one of the doorways that the player has seen throughout the game, already open. On the other will be a barking Socks, backlit by the bright sunshine of the outside world. The path leading deeper inside will be similar to level one’s design, with stone showing through a covering of dirt and smaller plant life. The other path will see the stone fade away into a proper dirt trail as it heads outside.