**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?
  + The player’s pet/companion is now with the figure, either having been taken or chasing after them

**Dialogue Lines**

* What… is this place?
* What is that? Some kind of glove? What’s it doing down here…?
* 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!