

## **The Short Pitch**

A mobile-friendly website featuring a comprehensive but clear, readable and easily navigated walkthrough for the game Amnesia: Memories.

---

## **The Long Pitch**

Game walkthroughs for visual novels are often either long, wordy undecorated text documents that require the “find” search function to navigate through or oversimplified answer sheets that do not give its readers enough information to be a little more free in their choices.

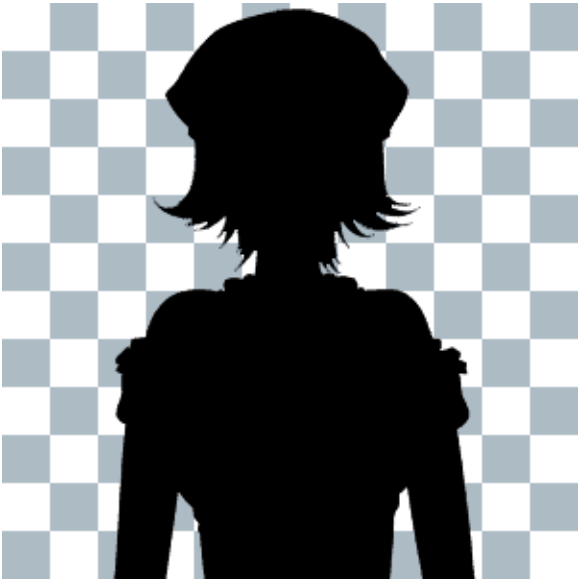
The goal of the website and walkthrough is to provide comprehensive information regarding the various stat changes and event triggers made by every choice in the game, and provide explanations on how to reach all endings- allowing the player to be more free in their choices. This will all be easily navigable through an ever-present menu. Despite there being so much information, it will be organized into sections, given color, and will make use of bold and italics for easier comprehension. All this should provide for easy viewing on mobile devices.



---

**PIPER SHARPE**

A strong-willed gamer who don't need no walkthrough- except when she really can't seem to figure it out on her own.



---

**IRENE WITT**

The gaming-marathon completionist who wants to find the quickest way to gather all the images, finish all endings, and win all achievements.



---

**LYDIA BRIGHT**

The casual on-the-go handheld gamer girl who isn't all that interested in all the extras of a game, she just wants to get through the main story to its true end.

# PIPER SHARPE

---

## DESCRIPTOR

A strong-willed gamer who don't need no walkthrough- except when she really can't seem to figure it out on her own.

---

## PROFILE

**Age:**

18

**Location:**

Shelby Township, Michigan

**Job:**

High School Student

**Gaming Experience:**

Moderate



*"I've tried everything I can think of and I still haven't unlocked that damn final ending!"*

---

## ABOUT

Piper is a console gamer girl who has been playing games of all genres since a very young age with her very large extended family.

She's a jack-of-all-trades kind of gamer girl, and while she can pick up and play right away, it takes her awhile to master one- mostly because she's too busy skipping ahead on readings or ignoring side-quests so subtle hints that would otherwise help her.

When it comes to puzzle solving, she goes as far as taking out a notebook to solve it by hand. It's when she's thrown out three pages worth of attempts and starts pulling hairs out that she decides to use a walkthrough.

---

## GOALS

Her goal for every game is to proudly say she completed it (mostly) on her own!

---

# PIPER SHARPE

---

## ATTITUDE

Piper does not use walkthroughs often. She would prefer to complete a game on her own knowledge and skills alone- however, she's willing to seek out a little help while gaming when it gets incredibly complex or complicated.

She despises spoilers.

Organization of information is incredibly important to her in a walkthrough as she wants to find the piece of information she needs quickly- without reading through a whole walkthrough to get to where she needs to.

---

## BEHAVIOR

If she's feeling too lazy to get up from her console and move to her PC, she'll look up the answers she needs on her phone, though she often prefer to use her PC, as most walkthroughs don't tend to be written with mobile users in mind so spoilers that would otherwise be hidden. Another concern is searching for a specific word or phrase using the "find" search function cannot be done on the phone- walkthroughs that depend on that kind of organization means she has to actually get up, un-cocoon herself from her warm blankets, and go to her computer to find that very same website and re-navigate it.

Or, she'll just find another walkthrough to read.

She looks up very specific pieces of information rather than for a whole walkthrough of the game- an in-built search function, as well as many levels of organization is ideal for her.