

PTSD gameplay elements

- 1st person perspective
- Linear story experience
- Domestic Violence
 - Horror
 - Escape from the abuser
 - Child Abuse
 - Camera moving downward to simulate aging down
- Moving between set pieces

Character list

- Dad
 - Angry drunk
 - Big (muscular or obese)
 - Late 30s/Early 40s
 - Dirty work clothes (mechanic's jumpsuit/uniform)
- Child
 - 8 years old
 - T-shirt (maybe a simple graphic)
 - Jeans
- Professor
 - Lab coat
 - Late 20s to Mid 30s
 - Male
 - Friendly
 - Well-meaning
 - Nerdy
- Students
 - Generic
 - Male and Female
 - White Lab Coat
- Therapist
 - Female
 - Early 50s
 - Kind
 - Welcoming

Mechanics to program

- Movement
- Mouse to camera
- Crouching to hide (other forms of hiding)
- Shrinking character (shrinking hitbox)

- Clicking on people triggers interactions
- Pathfollowing on abuser (Unreal navmeshes)
- Abuser's vision
- Timeline
- Text scrolling
- Text scrolling tone
- Setting up the levels

Story

- Timeline
 - Nightmare/Trauma
 - Wake up
 - Chemistry lab
 - Nightmare Again
 - Chem lab
 - Therapist office (time has passed)
 - EMDR (Trauma, but from different perspective)
 - Therapist office (Trauma recontextualized)
- Nightmare/Trauma
 - Child's Room
 - SFX
 - Footsteps
 - Door slamming
 - Young Heavy Breathing
 - Glass Breaking
 - Bookshelves
 - Toybox
 - Toys (on floor and bookshelves)
 - Bed
 - Posters (maybe)
 - Family picture
 - Transition effect
 - Dad
 - Full child (To be used in future nightmare)
 - "End Conditions"
 - Child goes into the hallway and gets caught
 - Child hides under bed and gets caught
 - Child hides in corner and gets caught
 - They don't do anything and get caught
- Wake Up
 - Move camera to simulate suddenly sitting up
 - SFX

- Heavy breathing SFX
 - Alarm clock SFX
- Lighter (muted) colors
- Bed
- Nightstand
- Alarm clock
- Desk lamp
- "End Condition"
 - Leaving the room
- Chemistry lab
 - Tables (can be basic)
 - Beakers
 - Simplified students
 - Teacher
 - Transition effect into Nightmare
 - SFX
 - Glass breaking (repeat from nightmare)
- Nightmare again
 - Locked out of any option you didn't take in first trauma
- Chem lab again
 - Professor recommends you see someone
 - Reactions from others
- Therapists office
 - Couches
 - Chairs
 - Toys
 - Rug
 - Bookshelves
 - Warm/calming paint color
 - Desk
 - Diploma(s)
- Trauma from different perspective
 - Record inputs from one trauma and replays from