Charlie finds themselves bound to a hospital bed, in a coma. But while the world goes on beyond them, another world wakes up in their mind: memories once lost are recovered, and with them, the chance for a repaired relationship and a new beginning.

Repair is used in three different ways in this game: by progressively recovering (repairing/rebuilding) their internal world, Charlie gives themselves a chance to stop running away from their feelings. Thereby, they are able to set out to repair the most meaningful relationship of their life. Once they have the tools to accomplish that, they wake up, “on the mend”, or repaired in a more medical sense.

**Plot elements**

* Charlie has lost all their memories at the beginning of the playthrough. They restart from a blank space. The memories slowly come back as they journey through an internal landscape – a park in which many crucial moments of their story took place.
* There is a resistance on Charlie’s side to recovering the memories. They struggle with using names, or seeing faces, or hearing sounds. The player realises mid-way that they don’t want to recover the memories because they are painful for them. Regardless, the memories never stop coming back, jogged by association, and the story is eventually pieced together.
* At the end of the playthrough, we learn that the jogging was done by a third party – someone present in Charlie’s room in the real world, and who wouldn’t let them escape from the truth. That someone takes two shapes: a real, human Robin talking to them about their memories, and a symbolical robin-bird, that had been (almost subliminally) guiding them through their inner world, and flies away once they’re awake.

**Charlie’s Memories**

* The first memory is triggered for Charlie when they feed birds. They relive a conversation they had with someone they just met at the time. We understand that Charlie is a lonely character, someone shy and slow to connect and make friends – but also kind and understanding if they’re given the space to express themselves. From that point on, Charlie sees a robin-bird hovering above places that can be significant to them.
* In essential scene 2, we see Charlie and Robin’s connexion grow as they share a personal secret, and bond over a shared understanding of the world: they both come from broken families, have both trouble making meaningful connexions or confiding in people. We see them overcome that hurdle with each other.
* In essential scene 3, Charlie and Robin make a promise to each other: that they’ll care for each other no matter what, and will always be there for each other. Their relationship has grown, and they’ve become the most important person to each other.
* In essential scene 4 we see them fight, and we understand Charlie has messed up: they betrayed the promise to care for each other that they made, and were absent in Robin’s moment of need. Charlie wants to make things better, but they are unable to express themselves honestly, and Robin leaves. Charlie is left to think on the consequences and to realise their guilt.

*[At this stage of the game, in the last transition between 4 and the conclusion 5, perhaps some noises from the real world could start seeping back: Charlie’s breath, their heartbeat, accompanying their now running in the game world. This underlines the end of their indecision and their desire to go back and mend things with their friend.]*

* In the last scene, once Charlie awakes, it is revealed that Robin was by their side all along, making good on their promise to take care of Charlie. Charlie apologises, and there is a hint that the relationship between Charlie and Robin will be mended, much as their body will.

**Reveal**

The person meaningful to Charlie, Robin, was in their room all along. While Charlie was rediscovering the space of their memories, Robin was standing next to them, retelling those same memories. Through discrepancies in the dialogue, there are hints given to the player that the scenes Charlie believes are their memories are, in fact, a mix of events that happened to them, and of sentences they hear Robin say in the hospital room. The voice of their loved one bleeds into their coma, and as such, although Robin and Charlie were separated by Charlie’s coma, it is clear that they were still united by these memories relived in parallel. Their relationship was stronger than any break to it, and might be even stronger now that it has been broken and will be mended (Japanese concept).

Besides, a bird was used as a way to guide Charlie to the next discovery in their inner world (ideally a robin bird). It all comes together at the end, when we realise the name of their loved one is Robin. When Charlie wakes up, Robin is next to their bed, and a little robin is in the room. As Charlie apologises and Robin hugs them, the robin flies out of the window.

**Characters**

2 characters + 1 symbol (the robin)

Old ideas, abandoned:

1. In their inner world, Charlies uses Robin as a confidante, and a witness for their relationship with a third person. In this scenario, Charlie’s only family is their sibling, and although they love each other, they never manage to communicate, to Charlie’s despair. Through reliving their conversations with Robin – the only person they manage to communicate with – they come to understand that they can learn to love and accept their sibling despite their differences. When Charlie wakes up, there is no one in the room, except a robin – the bird – sitting on the table and singing to them. After Charlie notices the robin, their sibling comes rushing into the room. As they embrace and it is hinted that their relationship is on the mend, the robin flies away.