*Background:*

The game is set in the future when a society uses brain-net technology to erase people’s individualities and subjugate them to a common thinking process. The main character was raised in an individualist society and integrated into the brain-net in his/her 30-s. The protagonist is saved by a resistance movement that works to recreate individualist societies on the outskirts. The main character is confined to bed while struggling to rediscover his/her identity. The protagonist wanders in a labyrinth of remnants of collectivist memory.

*Ideas for gameplay:*

There are 8 rooms where 8 parts of 2 possible stories are stored. To achieve each room the protagonist must fight against inner doubts about regaining individuality. These doubts are portrayed as hurricanes. The goal on each level of the game is to create a coherent story that becomes a part of protagonist’s identity.

The end of the game leaves an open question whether the character’s biography is truly his/hers or it is altogether a false one. The protagonist is given a choice: join the rebellion or return to the collective society.

*What is the structure of the brain-net?*

Microchips are implanted in brains of individuals. The microchips record electric impulses in the brains and translate this data into bits. Then the information is transmitted to outside gadgets that are connected to the Cloud. In the Cloud, AI regulates the traffic of information and emotions.

Model situations:

* If person A needs X (ex. new clothes), and person B has skills to do X (ex. make clothes), AI issues a command to B to satisfy the A’s need.
* If person A recalls a traumatic experience and feels sad, AI searches the database to recover an experience that generates positive feelings. This experience gets integrated into A’s memory as if their own. The purpose of this memory exchange is to neutralize strong emotions within the collective brain.

There are only two stories available for the protagonist because each story is either positive or negative and was neutralized by an opposite experience. There is no way a player can know whether the protagonist’s unique experience was positive or negative. So, there is 50/50 chance of recreating the protagonist’s original identity.

Level 1: 2 possible coming-of-age stories. Each is split in 4 pieces that have to be reconnected.

Story 1 -

Story 2 –

Level 2: 2 possible achievement stories.

Story 1 -

Story 2 -