Game

The game is narrative-driven, choose-your-own-adventure, touching on themes of self-discovery, heartbreak, and fighting societal norms.

Plot

The player plays as a princess, part of a typical damsel in distress trope. In this typical trope, there is a hero and a villain. The princess however is faced with an unconventional threat. The player soon discovers that the princess is trapped in an infinite loop of playing her role in this typical hero-princess storyline. Each time the princess is saved, time loops back to back when she is unsaved, and she is the only one conscious of this.

As the player progresses the game, each run will present itself with new choices that can be made. Each run will represent an opportunity for the princess to grow and discover who she truly is and question her role in the infinitely replaying story.

Upon unlocking and proceeding down choices which seem to break the mold of being a damsel in distress, the player will discover the plot twist of the aware hero.

The hero in the story was once also aware of the looping within the trope, and has also attempted to break free. He was successful but felt that the weight of knowing the truth of his role was too much for him. He wished to remain ignorant. To play the role he was assigned. To loop forever, saving the princess which he loved, and spending time with her; even if it was just for the split seconds of celebrating before the trope repeated itself from the start. The hero chose to stay ignorant and be content with the role he was assigned, burying all desires to escape and find a larger meaning to his existence.

The final ending to the story will encompass 3 major endings:

* (Bad Ending) An ending where the princess, like the hero, chooses to remain ignorant and give up on finding a larger meaning to her existence. She chooses to remain in the trope, fulfill the role she was assigned, and spend the rest of eternity replaying the same slice of a damsel in distress story to be with the hero she loves.
  + Loops back to scene one
* (Good Ending) The princess decides to embrace who she is and escape the infinite looping of the trope. But the princess is free. The hero is still stuck in the trope, endlessly saving the “princess”. But now you see sadness in his eyes because the damsel he is saving is not the one he loves. The love between herself and the hero left to a fragment of the past.
  + The game restarts but you are playing in the perspective of the hero. The hero rushes up the tower and looks the princess in the eyes. “She is gone.”
* (True Ending?) Everyone is happy? Leave the trope and both hero and princess are free? Both the hero and the princess have escaped the societal role they were given in the trope. They both strive for a life where they do not have to fulfil their roles, and they lived happily ever after.
  + No looping
  + In the credits, we can have depictions of the princess and the hero after the story, living out their love and dreams. No longer stuck trapped in societal norms.
    - Princess in business suit
    - Hero is stay at home dad and cooking up something big

Mechanics

The core gameplay centers around that of a choose-your-own-adventure game, where the interaction required from the player is to periodically choose from a set of given options. Each choice the player makes alters the state of the game, leading to more choices and eventually an ending based on the decisions made by the player throughout the game.

Due to the looping nature of the game, the player is expected to go through multiple runs of the game to be exposed to all of the game’s content. Each completed run unlocks new choices for the player which lead to different outcomes that have not yet been discovered. The new options get progressively stranger and unexpected of a princess. Eventually, some of the options will appear “glitchy” and progress the main plot, allowing the player to learn more about the story. The goal of the game is for the player to discover a certain amount of “glitchy” options which will complete the princess’ journey of self-discovery and allow her and the hero to break out of the time loop.

Love Gauge

There is a love gauge that determines the relationship between the princess and the hero. A balance between the princess’ love for the hero and her curiosity towards him. It can also represent the trust between the two. This gauge must reach a certain point for the hero to trust the princess and leave with her (true ending)

This gauge is modified via two ways:

1. Route endings will always increase the gauge by a fixed amount, as all of them show the love the hero and princess share. This means that the gauge will be skewed upwards, as it should, since the true ending should not feel impossible to attain
2. Dialogue with the aware hero will affect the gauge the most. Both increasing and decreasing it with each interaction
3. During the final game state, dialogue with the aware hero will continue to change the bar. This time with even more impact, as the purpose of this game state is to convince the hero