* Game where you arent the main character
* Game where you discover the character you are by the end (hero, villain, side character)
* Damsel in distress
* Plot twist
* Antihero
* Forbidden love
* Good vs evil
  + Humans vs demons
* The chosen one is not the main character?
* You play as the villain and can make yourself a good villain
* You play the part of the villain in a constant loop of a hero trying to save the princess
  + During loops everything resets except for you, and you uncover deep secrets and have existential crisis
  + Breaking the fourth wall: the game tries to force you into the position of the villain
    - Eg. the best choice in the list of options seems to be the villainous one, forcing you into the villain mold/trope
    - Existential crisis: who (the game) is presenting you with the options?
  + What if you played as the princess?
    - Unconventional threat: the princess is trapped in a time loop

Damsel in distress where the princess after being saved, gets blinked back to start where she is trapped every time. She is the only one aware of this. Everyone else (like NPCs) are repeating the same actions they did the first time (can be influenced by the princesses choices)

Ideas:

Why is the princess stuck in the time loop?

Is it in her control?

* Is she stuck in the time loop because “it's all in her head”, is she dissatisfied? Is there something the princess has to change about herself? Is this a journey of self discovery?
  + Food for thought: she is not stuck in the time loop, she is stuck in living her role in the trope. The way for her to break out, is to break the mold of the trope.
    - As the game progresses and the princess discovers more about herself, the game will present more options, some when explored will lead to stranger more questionable decisions that a princess would make. Until eventually, the player who digs down the path of questionable decisions will reach a “glitchy” option (sticks out like a sore thumb) that is completely contrary to what the role of the princess in the trope would do. These options when clicked will progress towards ultimately breaking out of the trope.
* How does the princess know they are self progressing? At the end of each round there will be a self monologue section of the princess. This section will gradually reveal deeper feelings and thoughts of the princess (existential even). Once a glitchy option is clicked, it is in this monologue where it will be revealed that the princess finds something within herself.

Endings:

* True ending: princess embraces who she is and breaks out of the mold she was placed in, instead of accepting the mold she was placed in and trying to be satisfied with the subpar repetition of fulfilling the mold, she doesnt get afraid to act according to her actual desires even if her actions are not representative of a typical princess (dont wish for an easy life, wish for the strength to endure a difficult one) (complete credits roll + ending credits song plays) (has one final monologue at the end of the credits where the princess reveals these deep thoughts)
* Bad ending: princess believes innocence is bliss and crushes under the weight of self discovery. She wishes to forget everything and put herself back into the trope, back to a time where she knew nothing (first scene of the game plays as if its a fresh playthrough, and then shortened credits roll)

Is it out of her control?

* Breaking the fourth wall/larger entity/”gods”

\*the hero is also aware (plot twist) (he is content with just playing his role in the trope) (he has tried to break the time loop in the past, but he failed to do so, he has given up) he figures out that you are also part of the time loop, that’s when he reveals himself

* He does not change his actions for the first few runs because he is cautious

It gets progressively easier to break out as you play (because you are given more options each time)

* Easter Egg: Getting out the first time will unlock a hidden breaking the fourth wall ending

On each run, there is an ending based on what you choose to do as the princess

There is one overarching plot which is to break out of the time loop, once you do, you are given key choices which determine the end of the actual game (break free from the loop/go back into the loop… etc [one of which is the true ending])

\*the princess from the future is responsible

* Ending credit song
* Looping
* Lighthearted at the surface, but then delves into deeper more meaningful themes
  + Characters can appear bubbly and fun visually, hiding deeper themes to come