**Shade & Light**

An overall idea of the game:

You play as Pumkin, a guy with Dissociative Personality Disorder. He has two other characters living in his body, Shade & Light. Shade, a negative, dark personality that suffers from social anxiety. Shade’s mind makes him see things as creepy, scary monsters in a dark world. While light, shows how things really look. . Light, the truth seeker, which shows how things really look.

**Narrative of the story:**

Idea 1: a narrator that narrates the story, while light’s powers show elements of the world of pumkin’s mind.

Idea 2: The elements around every level tell the story.

**Story**:

DID is given to people which suffered from abuse as children as a way for the mind to cope with trauma. The main character, Pumkin is abused by his mother as a child, that is why shade is created to protect him and help him cope with that. A few years after that, Pumkin’s view of the world as a place full of lies and that he needs to find the truth in things creates Light. Shade is about 9 years old, while Pumkin and light are 18.

**Level 1:**

Here we can show a few clues of the fact that shade has DID, these clues are going to be shown as papers that are pinned on the wall or on desks. This level is in shade’s house, the level ends when he jumps going into the basement where the next level is. Monsters existing there are shade’s toys as a child.

The house is going to be of black and dark colors, showing how the place is old and scary.

**Must haves:**

An enemy that is chasing the player, by attacking him with tears he is knocked out for some time.

Clues about the story -> 1. Progression in form of drawings, 2. puzzle that should be done to open the basement.

**Shade’s design:** the character is going to be dark, an expression on the face which shows fear, reflecting shade’s personality.

**Light’s design:** Light also wears glasses which act as a barrier between him and shade’s imaginations. He has a calm look on his face. He is also holding a detective glass lens which he sees the real thing through it.

0

