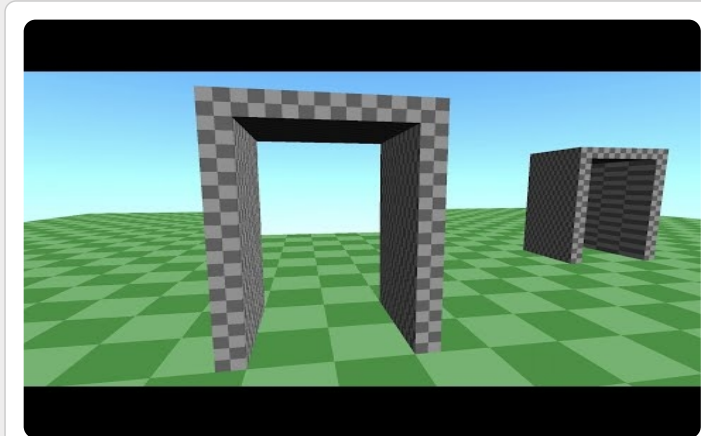# Echoes of Memories

**1**

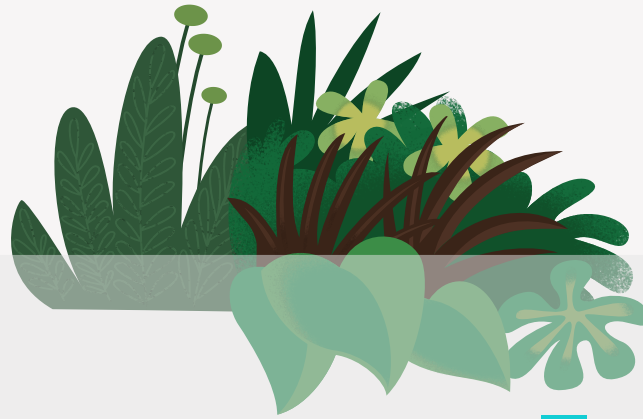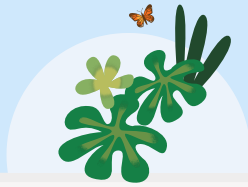Inspirations

**2**

Game Settings
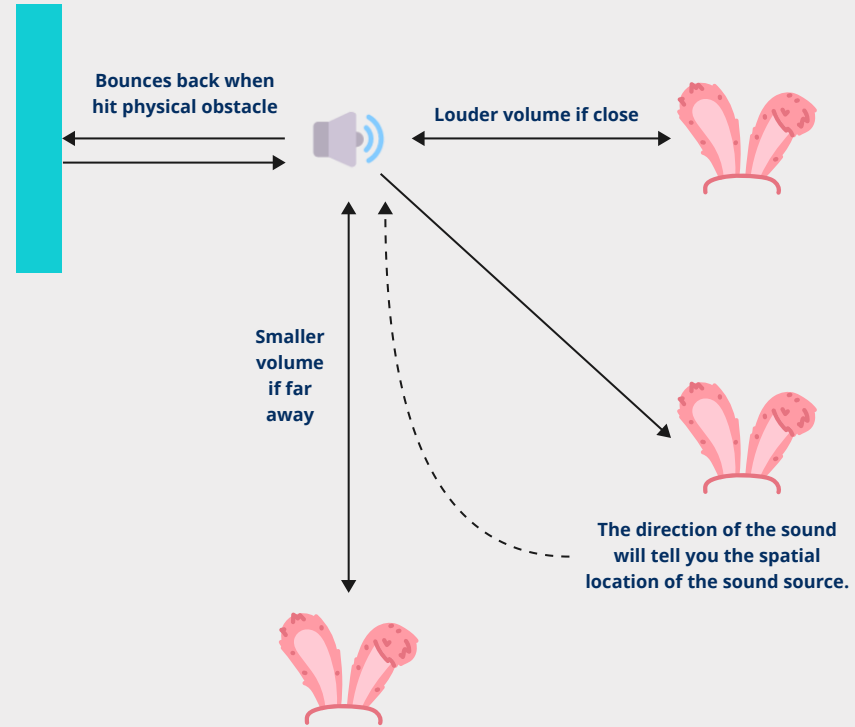
3

Mechanisms

4

Gameplay

# Inspirations

**Non-Euclidean Worlds Engine**
YouTube
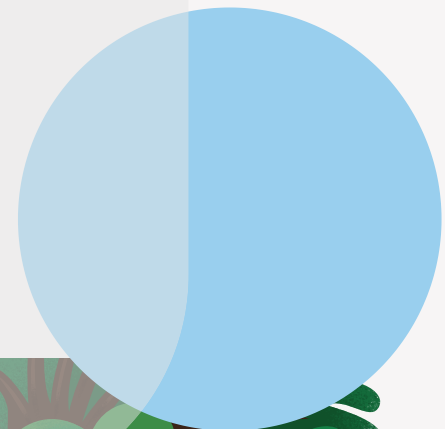
## Non-Euclidean Space

**What you see may not be the truth**

Bounces back when hit physical obstacle

Louder volume if close

Smaller volume if far away

The direction of the sound will tell you the spatial location of the sound source.

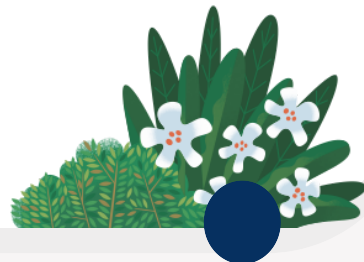## The physical nature of sound

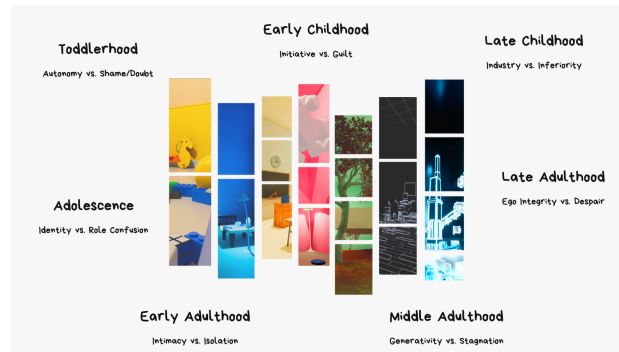**The rebound and directionality of sound waves**

# Game Settings

### 8 rooms like a Rubik's cube



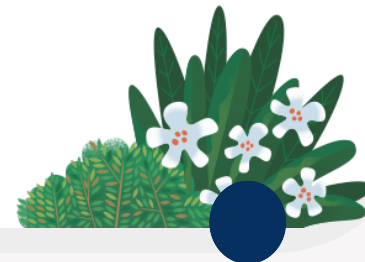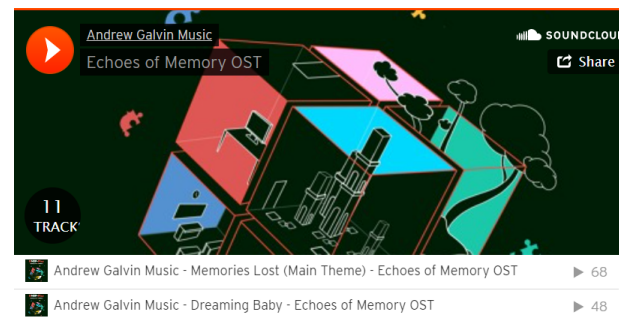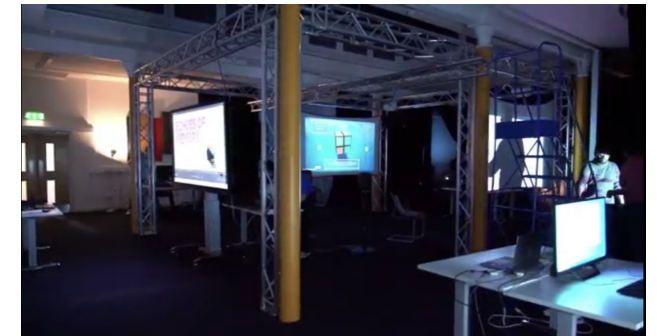### Rooms with different art styles



### Each room represents a life stage



Toddlerhood
Autonomy vs. Shame/Doubt

Early Childhood
Initiative vs. Guilt

Late Childhood
Industry vs. Inferiority

Adolescence
Identity vs. Role Confusion

Late Adulthood
Ego Integrity vs. Despair

Early Adulthood
Intimacy vs. Isolation

Middle Adulthood
Generativity vs. Stagnation

### Enhanced room atmosphere with soundtracks



Andrew Galvin Music
Echoes of Memory OST
SOUNDCLOUD
Share

11 TRACK

Andrew Galvin Music - Memories Lost (Main Theme) - Echoes of Memory OST ▶ 68
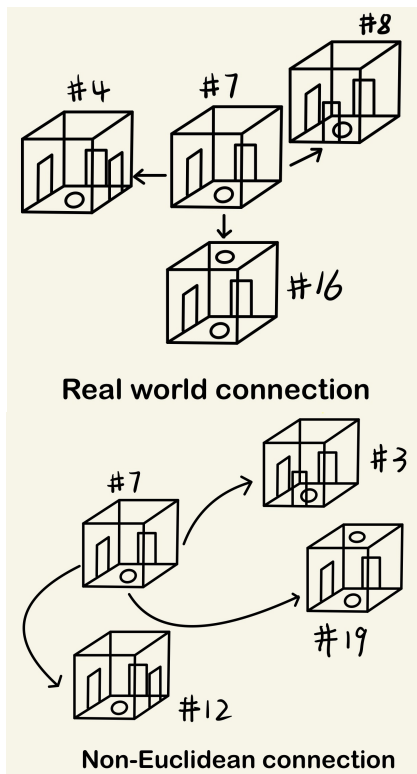Andrew Galvin Music - Dreaming Baby - Echoes of Memory OST ▶ 48
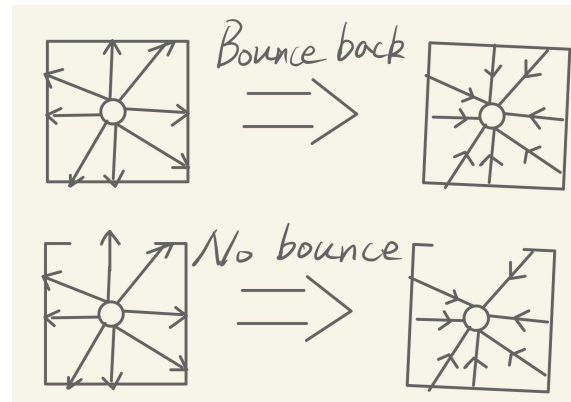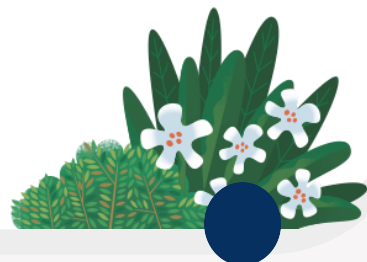
### Use projector to increase immersion



### Use high spec devices for better experience
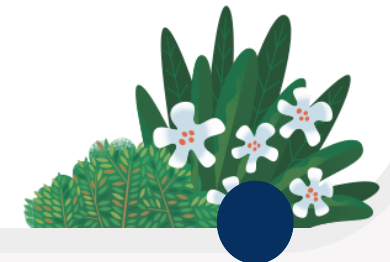
# Mechanisms



**Non-Euclidean Connection of Rooms**



Sound bounces back when hit physical obstacle, and pass through if there are no physical blockage in it's way
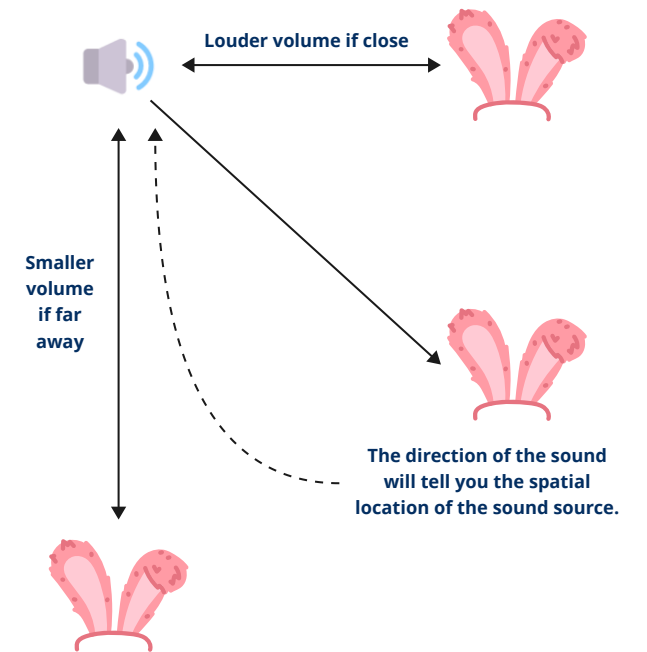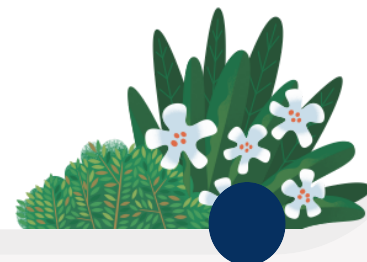
↓

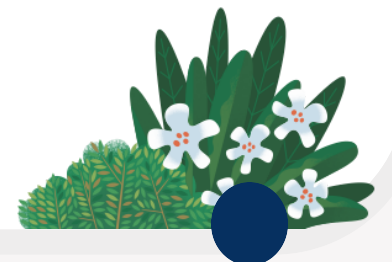Identify fake doors because sound waves bounces back at its entrance

↓

Find real passageways because sound waves go through the wall
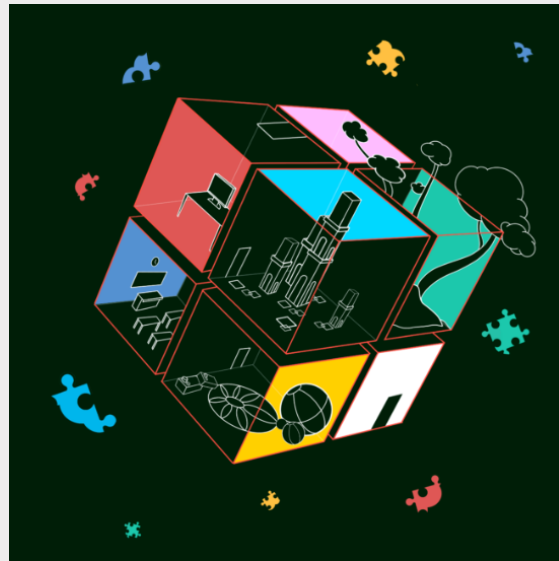
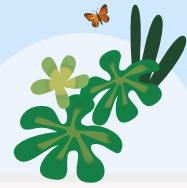**Sound radar to detect physical structure of the rooms**



**Directionality and volume of sound as clue**

# Gameplay



## Maze escape

**One key item with memory piece in each room, player needs to solve all the puzzles in each room to collect lost memories, and to find out who you really are**

```
Start from one room → Leave a sound source in your current room as a sound anchor → Pick whatever entrance to explore the next room
                                                                                            ↓
Use sound radar to solve in-room puzzles and find the key item ← Explore the room to find puzzles, items and doors ← Use the rebound effect of the sound waves to determine the physical structure of the room
         ↓
Listen to the sound anchor and reveal the spatial position of current room relative to previous one → Mark current room's position on the Rubik's cube map, unlock teleport for quick navigation → Confirm the lost memory of this room
```