

Alzheimer

Defination

Orgins

- The case of a 51-year-old woman whose memory deteriorated relatively rapidly and was accompanied by mental disturbances. She died four years later.
- Alzheimer, A. (1907). Über eigenartige Erkrankung der Hirnrinde. All Z Psychiatr, 64, 146-148.

Game base on

- Room 301 NO.6
 - Features
 - Simulates cognitive impairment
 - Combines the design of a maze escape with the characteristics of a disease
 - Gameplay
 - Perspective splitting
 - Only a small area of the screen is displayed to search for interactable objects
 - The size of the field of view becomes larger by taking medication
 - Collecting memories
- Inner Ashes
 - Islands representing the different symptoms of Alzheimer's disease
 - A puzzle to unlock memories
 - Seven Puzzles
- Back Then
 - Players get lost in the house
 - Learn the story by unlocking new rooms, collectibles, objectives and puzzles
 - Travel through the seasons and unravel the meaning of life

Causal factors

- Confusion, disorientation and getting lost in familiar places
- Language difficulties
- Inability to move around without help
- Hallucinations (seeing or hearing things that are not there)
- Delusions (believing things that are not real)
- Life expectancy
 - The average life expectancy after the onset of symptoms is around 4-8 years
 - <https://www.alz.org/alzheimers-dementia/stages>

Brain changes

- Healthy neurons stop functioning
- Loss of contact with other neurons and death
- Necrosis of powdered proteins deposited in the brain
- <https://www.nia.nih.gov/health/alzheimers-disease-fact-sheet>
- https://commons.wikimedia.org/wiki/File:Alzheimer%27s_disease_brain_severe.jpg
- https://commons.wikimedia.org/wiki/File:Alzheimer%27s_disease_brain_comparison.jpg

Brain Puzzle Concept

- Game Memory Fragments
 - Each room represents a memory
 - Each piece can be part of a brain puzzle
 - When all the memory pieces have been collected, they will be put together into a brain shape
 - The puzzle will have images representing the most important items for the player at different stages of their life
- <https://www.dreamstime.com/puzzle-pieces-silhouette-brain-jigsaw-puzzle-brain-colorful-puzzle-piece-silhouette-brain-vector-illustration-jigsaw-puzzle-brain-image136355076>
- <https://www.dreamstime.com/puzzle-pieces-silhouette-brain-jigsaw-puzzle-brain-colorful-puzzle-piece-silhouette-brain-vector-illustration-jigsaw-puzzle-brain-image137276823>

Symptom profile

- Castellani, R. J., Rolston, R. K., & Smith, M. A. (2010). Alzheimer disease. Disease-a-month: DM, 56(9), 484.
- Memory impairment
 - Different areas within the brain can be affected
- aphasia
 - Loss of word comprehension, e.g. inability to answer questions
- apraxia
 - Loss of ability to coordinate muscles for complex tasks, such as dressing
- agnosia
 - Loss of ability to identify and use familiar objects
- Loss of ability to plan, organise and carry out tasks

Gameplay inspiration

- The player's task is to retrieve memories due to memory impairment
- Each room explored is the player's brain, and represents different areas where different stages of memory are stored
- The content of each room differs from the images the player sees suggesting a memory block in the brain

Design of the narrative part of the game

Main story line

- Choice 1
 - Story Setting
 - The story takes place in a future world where a company researching the brain's nerves has discovered a cure for Alzheimer's disease, but for safety reasons human trials are needed and the player is one of the first patients to be experimented on
 - At the beginning, the player learns that he is an Alzheimer's patient.
 - The end of the story
 - At the end, when the player has recovered all the memory fragments, the player discovers that the treatment is not a cure for the disease, but a way of uploading memories from different stages of life to the cloud hub of another computer brain, which means that one's consciousness becomes a piece of data, and the player is given the choice of whether to opt out of the treatment and lose his memories.
- Choice 2
 - Background
 - The story begins with the player entering an unknown world in which he does not know where he is when he first enters the game. As the game progresses, different rooms are unlocked and when all the pieces of his memory are unlocked, the player learns that he is in fact a patient with Alzheimer's disease, and that he is in the late stages of the disease. put them together.
 - At first the player does not know
 - End of story
 - At the end of the story, when the brain puzzle is complete, the key items in each room are revealed and the player is returned to the room they entered at the beginning
 - OP1 (In the room he entered at the beginning, it is littered with jumbled objects, but once the player has put all the brain pieces together, the jumble becomes orderly and the room is divided into eight areas from beginning to end, and the player has to walk from beginning to end and finally leave the world facing a mirror (representing the most important thing in his life).)
 - OP2 (at the very beginning, the room is shrouded in smoke or hidden in shadows)