Game flow

- 0 Start room
  - Environment
    - The room is initially shrouded in mist and items belonging to different rooms are placed in different areas of the room
    - Placement order: in the order of the stages of life
  - Level
    - Start of the game: Items belonging to each stage are placed in different areas of the room, and these areas are shrouded in mist at the beginning of the game
    - End of the game: As the player collects the memory pieces from all the rooms, the fog in the beginning of the room dissipates and the player can see the different items belonging to the different stages of life.
  - Narrative
    - The player is unaware that he is an Alzheimer's patient.
    - Background
      - The player is a late-stage Alzheimer's patient who falls into a coma at the end of his life and enters a labyrinth of non-Euclidean space in his brain, made up of different stages of his life.
      - In the first room the protagonist (the player) does not know where he is due to a memory disorder, he sees some areas shrouded in fog in the first room, but at the moment these areas are not unlocked and only the outline of some objects can be seen through the fog
      - The walls around the first room have doors leading to different rooms, through which the protagonist can see the interior of the room, but when passing through the doors the room reached is not the same as the one the player sees, which also hints at the protagonist's memory impairment.
- 2 Infancy, Trust vs. Mistrust
- Toddlerhood, Autonomy vs. Shame/Doubt
- Early Childhood, Initiative vs. Guilt
- Late Childhood, Industry vs. Inferiority
  - Theme
    - Late Childhood, Studenthood, Schoolroom Theme
  - Narrative
    - Background
      - This is the late childhood phase of the protagonist's life, representing the transition from being a child to a student, a phase in which the protagonist is curious about the unknown and learning life.
        - Set in a classroom, the protagonist (the player) will find out what he did and what he achieved during that phase, and will eventually discover the most important memories he lost during that phase
    - The story
      - In this stage, the protagonist meets a friend with whom he attended classes after entering school. The protagonist met it through a notebook that was a gift from the protagonist's friend during his school years, but due to a memory block, this notebook was left in a dusty cupboard for years without being taken out
      - The notebook contains notes from their science classes together, some scribbled illustrations/drawings, and some of his most precious memories of his friend at this stage of his life.
  - GamePlay
    - Blackboard prompt questions
      - What was the first time you learned about the bigger picture?
      - Your first close look at a living creature?
      - What else have you forgotten?
    - Find items in the classroom that relate to the blackboard text
      - Globe
        - Unlock the second area of the room
      - Microscope
        - Unlock all areas of the room
      - Notebook
        - Key items
          - Finally becomes a fragment of the player's memory at that stage
          - Collecting this item allows you to go to other rooms
        - Relate the memories of the main character in that room to his friends who have just entered the school
  - Game Flow
    - Entering the room, there is only a small area that the player can explore, the rest of the room is shrouded in smoke, like a classroom, where the player will initially enter through the door near the podium and see the blackboard and the locker by the door.
      - Area 1
        - This area contains the items in the blackboard area, explore the items in this area that relate to the text on the blackboard hint, in this area the player will need to take the globe to the podium area and unlock the next area
      - Area 2
        - Unlocks some desks in the front row near the blackboard area with a clutter of books, in this area the player will need to get the microscope to unlock the final area
      - Area 3
        - Unlock all areas of the room and finally the player will need to find the notebook representing the stage of life in the cupboard at the back of the classroom
          - From the notebook the player can access the story of the stage
          - Players can interact with the notebook to see memories of doing many things with their friends in this stage of life
- Adolescence, Identity vs. Role Confusion
- Early Adulthood, Intimacy vs. Isolation
- Middle Adulthood, Generativity vs. Stagnation
- Late Adulthood, Ego Integrity vs. Despair
- 5 Final section
  - The narrative
    - The mist placed at the beginning of the game in the very first room dissipates from the objects of the various life stages, and the main character finally recovers the most important memories he has lost during the various life stages, but he is also faced with a harsher reality
      - Eventually, in one area of the room, the player is faced with the choice of returning to reality after having traversed all the life stage objects.
        - The game will end with an image of an old man in a hospital bed / in a recliner at home / on a sofa / with a smile on his lips, surrounded by friends and loved ones.

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