

REMEMBER  
ME

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# HIGH CONCEPT

## LAYER 0

- You wake up in a chaotic afterlife after the death of all living souls and they don't remember anything, their memories are shuffled across this place, and you venture forth to know who you were and what happened to all of us
- Remember Me is an Action Adventure





# MDA

## L A Y E R 1

Mechanic	Dynamic	Aesthetic
Illusion Puzzles	In puzzle zones, the player will have to find specific angles for the path forward to reveal itself	Optical illusions and a feeling of an attempt to remember something
Emotional combat	Combat in the game is based on switching between attacks of different elements (emotion attacks). They have different effects on different enemies	Deep combat system with a lot of combination possibilities
Choice of memories	After completing certain challenge (combat or puzzle) the player will be able to choose from a set of memories that represent combat stat boosts or new moves	Feel of gameplay progression and story progression



# MDA

L A Y E R 1

Mechanic	Dynamic	Aesthetic
Emotion Counter System	Each emotion in the game (Sadness, Happiness, Fear and Anger) has its unique traits in both combat and story but having one emotion a lot more dominant may result in being weak against certain enemies. Emotion Counter will influence combat, character interactions, memories player encounters and story beats	The player will have to build their character based on how they want it to feel both in combat and story
Enemy Types	Different enemies with different move sets and emotion weaknesses or resistances	It will force the player to adapt to different situations
Heal in water	When the player goes into the water it saves the game and heals the character	Water gets me closer to life



# STORY BEATS

## LAYER 1

- The end of the world and all living souls 1
- The player awakens in afterlife and remember nothing 2
- The player start seeing memories of you past life 3
- Other souls start remembering too 4
- With time the player remember who you were and know seek answers about "The End" 5
- The afterlife starts fighting back and getting in the way 6
- The player find out the truth you were seeking for 7
- The player fight The Nameless defeat him 8
- The player decides The Nameless fate 9
- Humanity is now able to reincarnate 10





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- GFI
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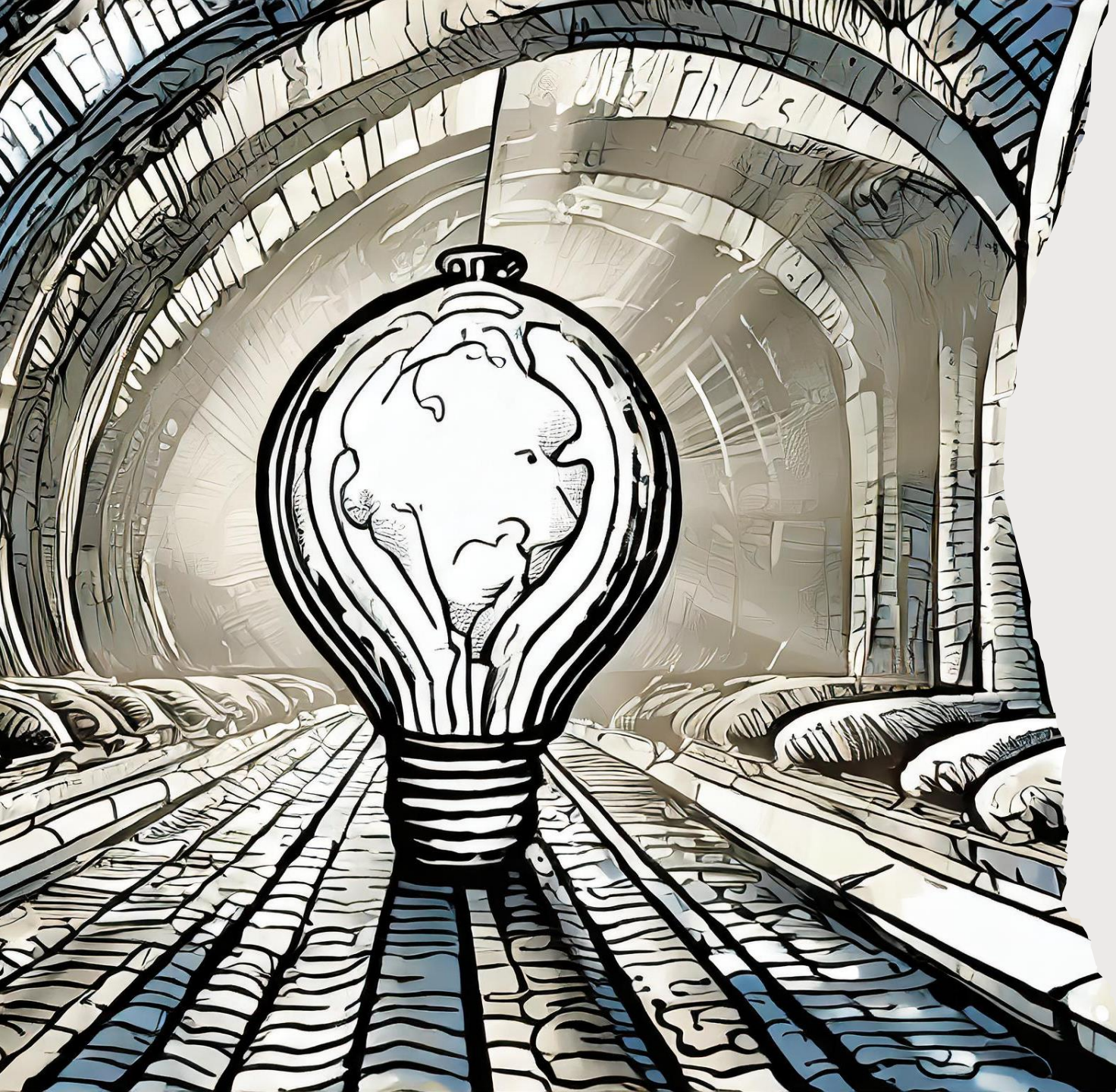


# G F I

## L A Y E R 2

Goal	Feedback	Interpretation
Learn more about your past	With each memory added to the character, player will learn more about who was their character before death. It will be expressed in cutscenes, dialogues, combat style and puzzles	It will create a connection between the player and the character since the memories are chosen by the player
Balance between emotions	If the player has too much of a certain emotion in the character, it will reflect on the game's story altering dialogues and endings. It will be expressed in cutscenes, dialogues and combat	It is up to the player to decide which emotion they want the character to represent
Learn about "The End" and what led to it	The more mysteries player uncovers, the more souls in the afterlife remember and the more it is evident that "The End" was caused from afterlife. It will be expressed in the environment, cutscenes and dialogues	This is meant for the player to feel the urge to go forward for their and everyone's sake
Fight back for your and everyone's lives	On their journey, the player will have to defend themselves from afterlife forces and eventually attack those forces to reclaim their life and world. It will be expressed through combat, dialogues and cutscenes	This section is supposed to make the player feel alerted and constantly ready for the fight





# PLAYER MOTIVATION

## LAYER 2

- Player Motivation type: Immersion
- Gameplay is closely connected to the story and lets the player to decide who they are in the game. This creates an immersion since the player can be anyone in the game world
- The more player learns about the world and themselves, the more unsettling the truth becomes, immersing the player in the sadness of the game world. The player needs to overcome their struggles, or they will never get reborn



# THEME, TONE & MOOD

LAYER 2

- Theme: Memories bring us to life
- Tone: If you truly want to live, you should be willing to change yourself first and then the world
- Mood: Sad and Depressing due to the realization of your death with very low chances of ever coming back to life







# CONFLICT, TENSION & STAKES

## LAYER 2

- Man VS Supernatural: A human like the player is fighting against angels and gods

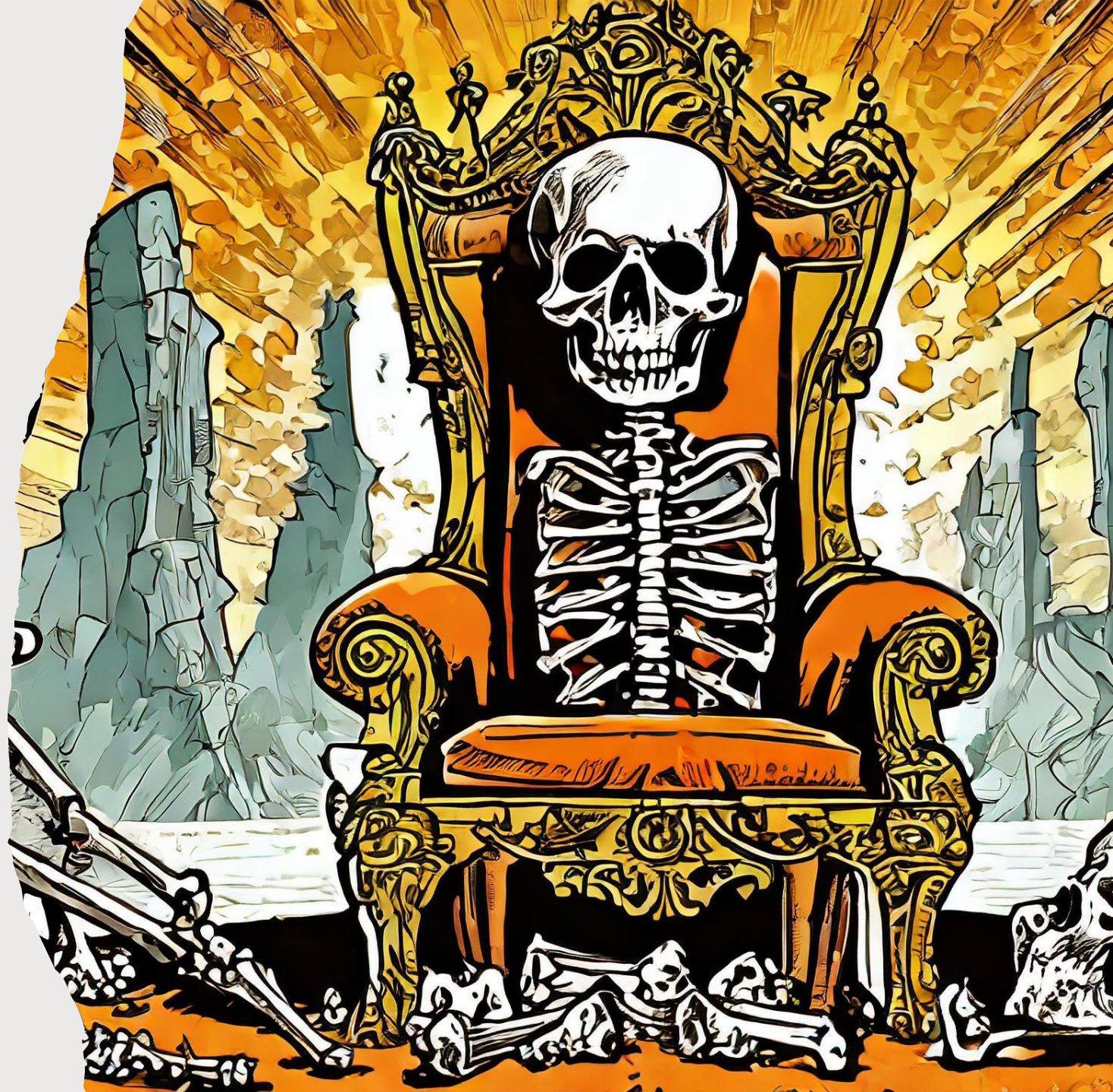
Stakes	Tension
Loss of memories	High
Humanity might not survive	High
Angels and Gods might not survive	Low



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LAYER 3

- Evaluation Criteria
- Player Character
- Antagonist
- Other notable characters







# EVALUATION CRITERIA

## LAYER 3

- Overflowing with anger: if the player character has picked too many anger memories, they will be stronger than ever in most situations but will be unable to complete the game with a good ending due to the rules of the afterlife (game world)
- Emotional balance: with each emotion memory the player will be able to unlock new dialogue and combat options



# PLAYER CHARACTER

## LAYER 3

- Cipher – the player gets to shape their own hero
- Shaping of the character is done by choosing memories in the game. The player will encounter memories at different story and gameplay beats but will inevitably bring flavor to the character
- The main characters core motivation is to remember who they were





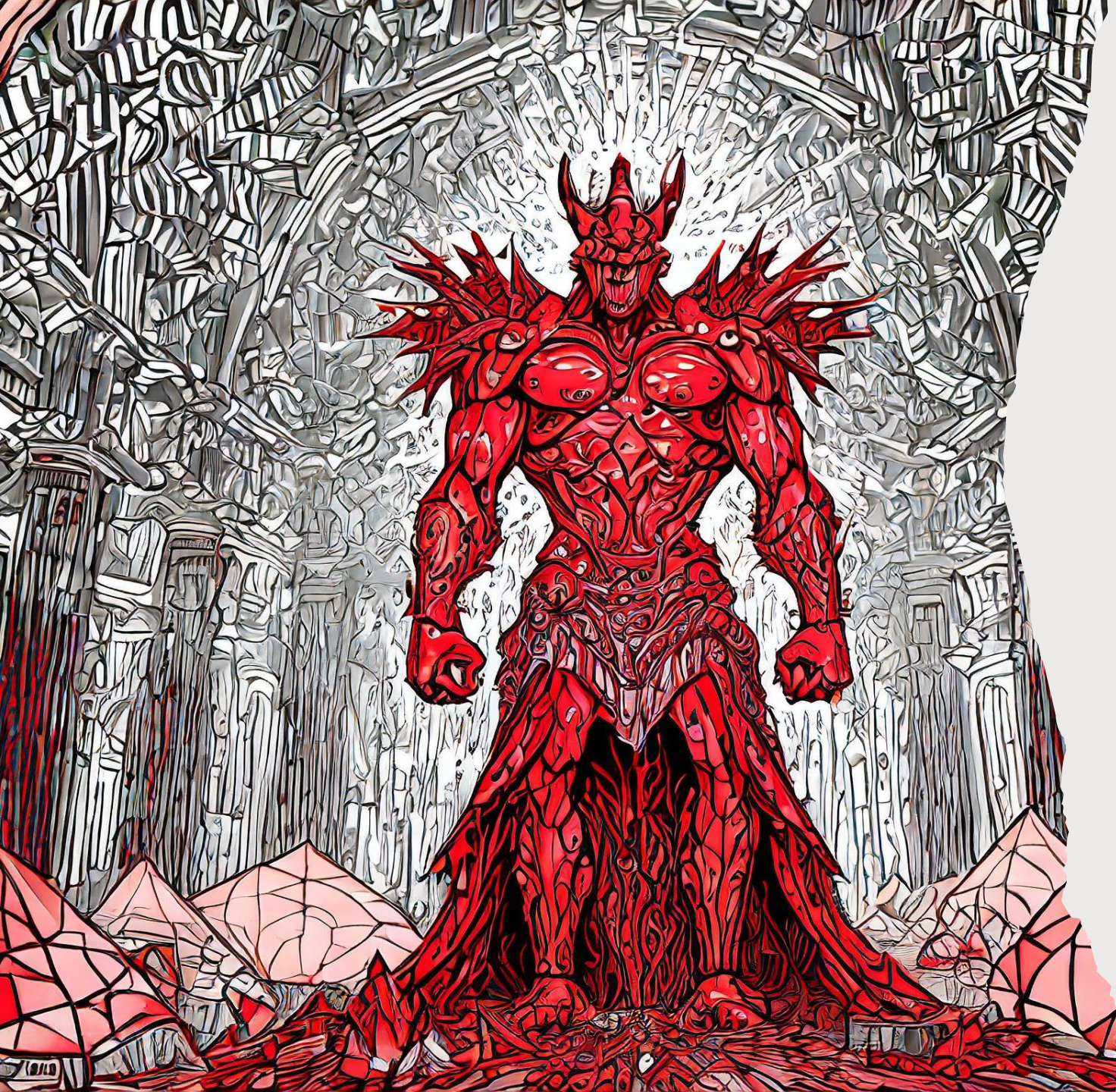
# PLAYER CHARACTER

LAYER 3

- The main character is one of many who was brought to afterlife unwillingly and now starts feeling strong connection to their lost memories
- The role of the character in the story is to save themselves and everyone in their situation





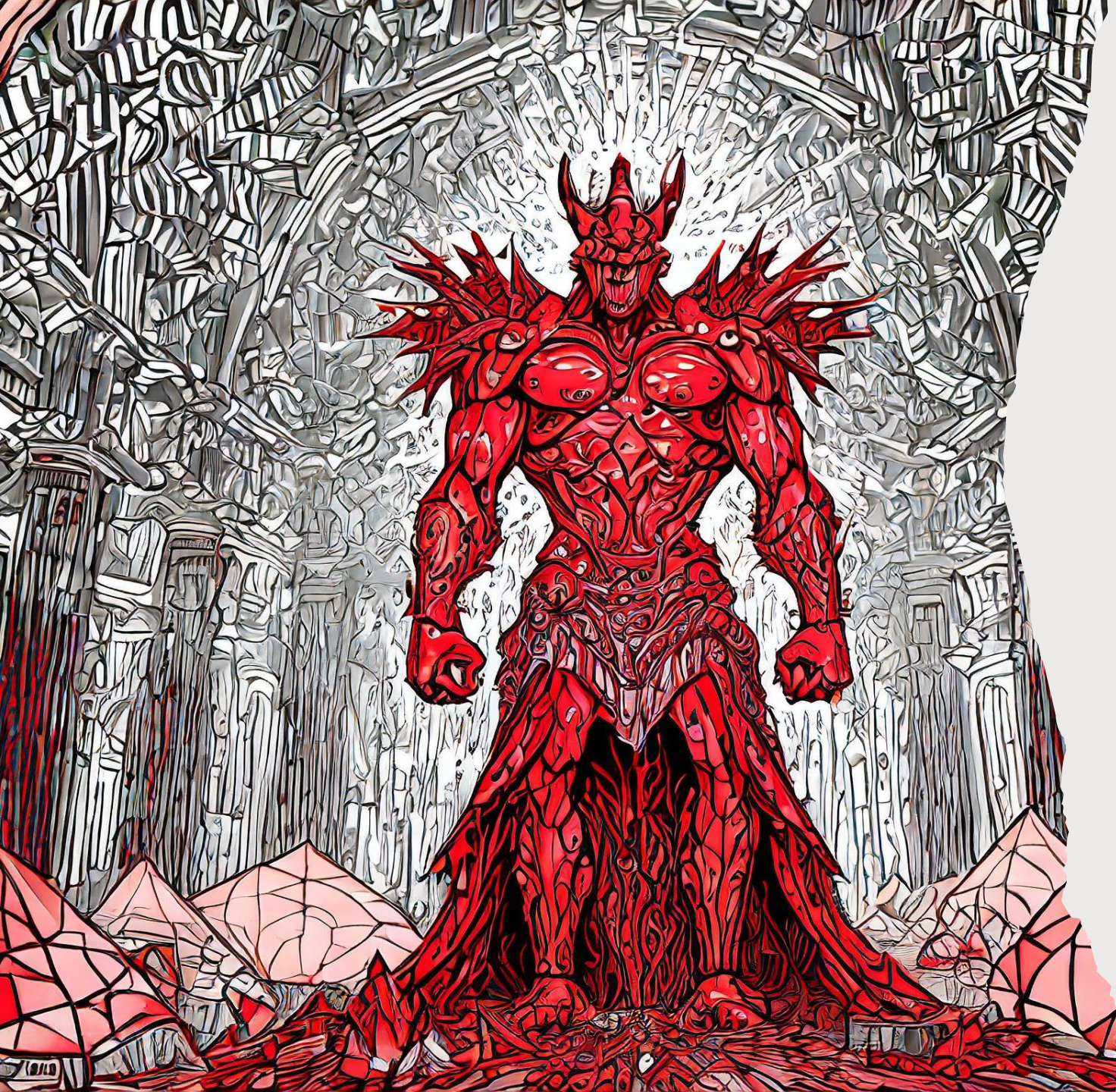


# NAMELESS GOD OF AFTERLIFE (FOIL)

## LAYER 3

- The Nameless is a god of the afterlife and a foil to the main character
- He is an ancient being that existed before humanity but has never been alive what led him to his evil doing
- The Nameless is a ruler who has unimaginable power and initially, no memories of his own and the same goes for emotions



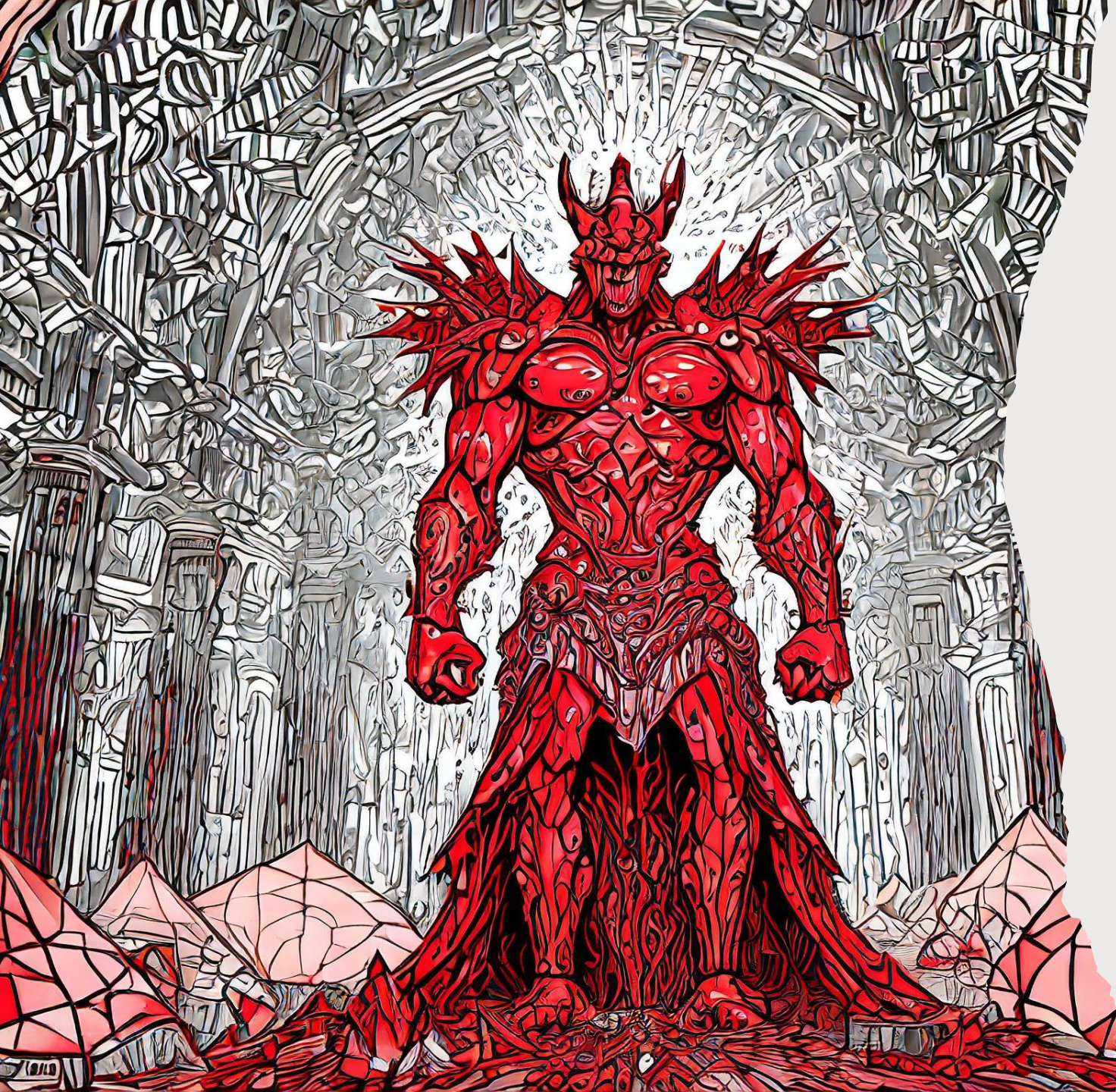


# NAMELESS GOD OF AFTERLIFE (FOIL)

## LAYER 3

- Ever since humanity appeared he had a purpose of leading them back to life but became jealous of people having a luxury of living
- The Nameless is responsible for humanity's death. He killed everyone on earth and absorbed their memories in the afterlife since memories are the key to reincarnation. However, that led to him overflowing with anger and being in danger of fully disappearing instead





# NAMELESS GOD OF AFTERLIFE (FOIL)

LAYER 3

- Having all humanities memories gave The Nameless an advantage against those who started recollecting their memories because unlike these people he already knows who they were and will use their own memories against them by twisting real events
- Now he wants every human soul to disappear forever so he will be the last one standing. If even with memories of poor souls he can't live... No one can



# EMOTION ANGELS

## LAYER 3

- Emotion angels are 4 creatures who look like humans in shining armor of their emotion color and big and strong wings on their backs
- They each represent a vital emotion of afterlife and they are loyal to The Nameless with only Anger being an exception due to his nature
- Their job is to help souls in reflecting on their memories of each emotion so the soul could reincarnate







# ANGEL OF FEAR

## LAYER 3

- Fear is afraid of anything. If he helps a person who had a hard time dealing with spiders, he will play dead before helping a soul out in overcoming their fear
- He is a manipulator. Fear doesn't know how to overcome a fear of anything, but he can trick anyone into believing they are stronger than their fears. However, he can also trick people into being afraid even more if needed



# ANGEL OF SADNESS

## LAYER 3

- Sadness is always crying. She helps souls deal with tragic memories by making them cry it out. The tears that come out of souls contain the emotional pain that the soul has experienced in that memory. Sadness collects some of those tears into gars to make fake tragic memories
- Sadness is accepting of any truth if it is true. She can't stand lies and fake sadness over simple memories since she has seen what tragedies some people go through







# ANGEL OF HAPPINESS

LAYER 3

- Happiness has a never-ending smile on her face. She helps souls find joy when they can't do it by themselves. Happiness joyfully jumps from one soul to another sometimes leaving a human mid-conversation
- She has no limits and no self-control over her powers. She can make a person laugh at a dead dog sometimes and find nothing wrong with it. Happiness is always happy...



# ANGEL OF ANGER

## LAYER 3

- Anger is by far the strongest angel because his only purpose is to clean the afterlife of souls who fail to free themselves from anger. His duty stands before anything else in his eyes
- He is the only angel who has never showed his face. Even to The Nameless. Anger, unlike other angels, doesn't feel his emotion since his duty is to get rid of it. Anger is calm and rational, he will always find a weak spot of his angry enemies







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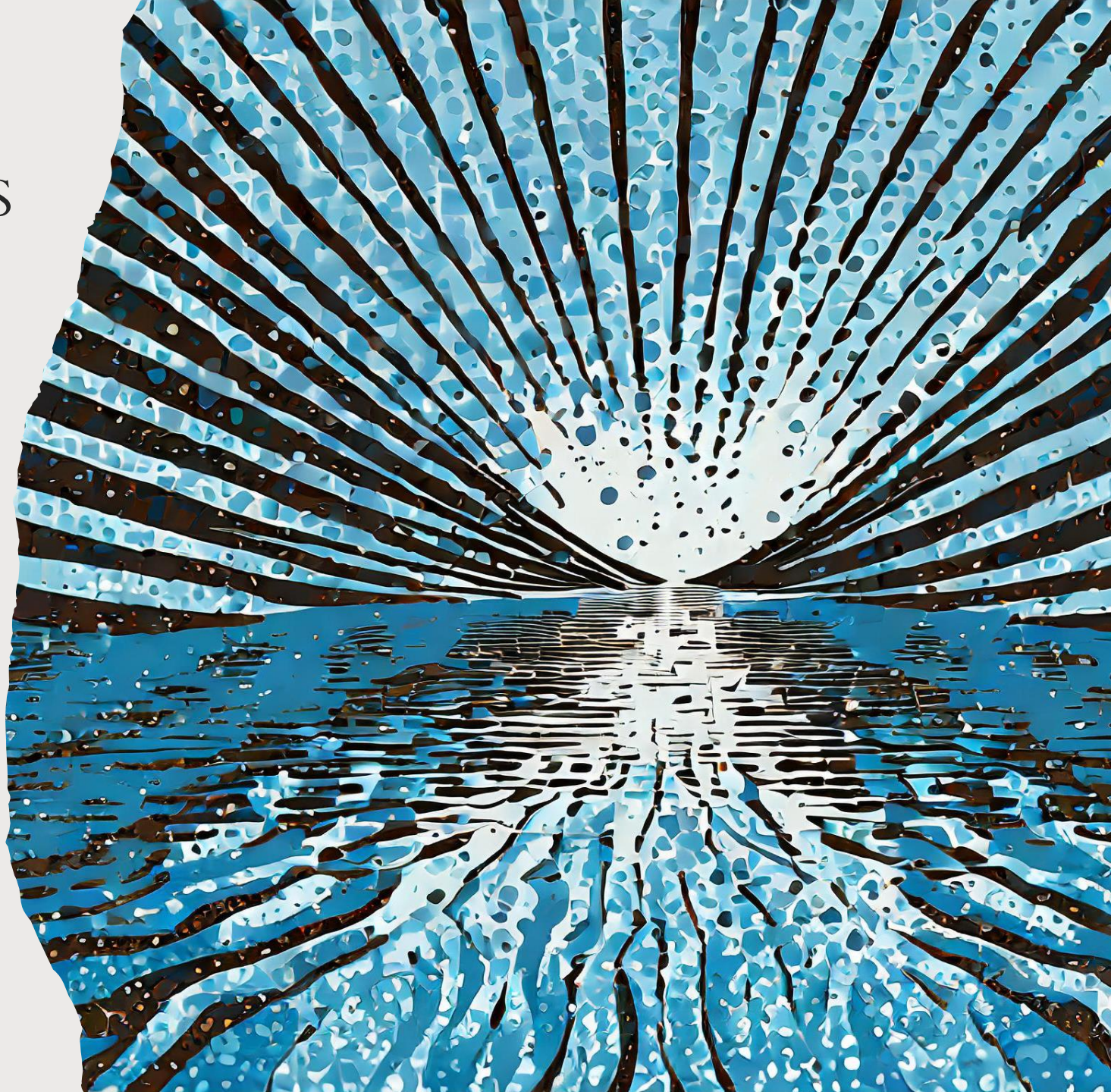
- Game Pleasures
- Story Sense
- Archetype & World Rules
- Bare Bones



# GAME PLEASURES

## LAYER 4

- Fantasy: the afterlife exists, emotions are simplified
- Challenge: building a character move set, fighting enemies and bosses
- Discovery: unique puzzles, recollecting memories, getting to know other characters







# STORY SENSE

L A Y E R 4

Implicit level	Explicit level
People are gone	Empty street
Something went wrong and nobody was expecting it	Some cars are crashed into each other, advertisement screens are glitching out
Life is coming back	Sunrise and rain, new plants start growing
Harmony	Rainbow in the sky



# ARCHETYPE & WORLD RULES

## LAYER 4

- World archetype: Destroyed
- A soul comes to the afterlife only after the death of its body. From the afterlife, a soul may reincarnate if it reflects on its memories and intends to be better in a new chance. If a soul has already reincarnated before, they will not have memories of past lives, only the most recent one
- Anger is a death sentence. A soul that is overflowing with anger is considered unable to change and will disappear completely or be chased down by Anger Angel if necessary
- Souls return to Earth with rain because in the afterlife everyone is standing on water. If a soul is sinking, it means they are disappearing and if a soul becomes water, it will be sent to Earth with the next rain
- Memories are the most crucial part of afterlife, if you cannot reflect on your past, you disappear. Even if you don't remember anything



# BARE BONES // BEFORE

## LAYER 4

- Before everything, there were outer worlds that came after death. The main one is the afterlife which is meant to save souls and let them enjoy living. (The player will know this right from the start of the game from cutscenes and dialogues)
- Before the start of the player's journey "The End" happened, which brought death to humanity. (The player will know this right from the start of the game from cutscenes and dialogues)



# BARE BONES // NOW

## LAYER 4

- Now all souls wake up standing on water but slowly drowning because after "The End" everyone lost their memories. (The player will notice the souls drowning right from the start because they will be one of them in this water of life)
- The main character's memories start calling from a not-so-distant part of the ocean of life. (The player will start hearing voices and will be shown a path to memory with water)
- The player recollects more and more memories of their past gaining power of emotions and getting themselves involved with Angels and The Nameless. (The player will know through combat, puzzles, cutscenes and dialogues)



# BARE BONES // AFTER

## LAYER 4

- The player character will remember who they were, but one important memory is hidden inside The Nameless. Without this memory, they won't reincarnate. (The player will encounter gameplay progression and new dialogue options throughout the whole game)
- The player will fight The Nameless in his throne room. (It will be a combat section with a boss fight)
- All souls will regain their memories and will be able to reincarnate (Cutscene, credits)



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- Beat Chart
- Tension Graph
- Narrative Structure





# GAMEPLAY BEATS

## LAYER 5

- Awakening – the player learns movement controls and learns to follow the water for their desired destination **1**
- First Puzzle – teaches the player how to solve optical illusions of the game by starting with something simple and give a simple reward **2**
- First Combat – introduces core combat mechanics without any combat altering memories **3**
- Core Memory encounter – shows the player that they can choose a core memory that will alter their combat skills and dialogue options **4**
- First Major Boss Fight – teaches the player to adapt to a certain enemy that heavily relies on a specific emotion skills **5**



# GAMEPLAY BEATS

## LAYER 5

- More Puzzles – puzzles will grant the player minor memories for stat boosts 6
- More Core Memories encounters – the player is building their character to go into combat with 7
- More Major Boss Fights – the player will fight Emotion Angels and get core memories from them 8
- Final Boss Fight – fight The Nameless for the whole humanity and your last core memory 9
- Decide The Nameless fate – the player gets to decide the fate of The Nameless, however, the options will be depending on what emotions are dominant in the player character 10



# BEAT CHART

## LAYER 5

Gameplay beat	First puzzle	First Major Boss Fight	Core Memory Encounter	Final Boss Fight
Level	Muted blue open area with shapes that combine into parents holding a child	Purple arena with your fear memory having a dominant presence	At first black and white area with in-game cinematic. Later the color will change depending on what the player will choose	A throne room in a crystal castle above the ocean of life. Everything is red
Story element	Creating player character, picking a name	The player is fighting Angel of Fear who is essential to the plot	Core memory will unlock new dialogue options	Climax
Mechanics	Movement, Illusion Puzzles	Enemy Type, Emotional Combat	Choice of Memories	Enemy Type, Emotional Combat

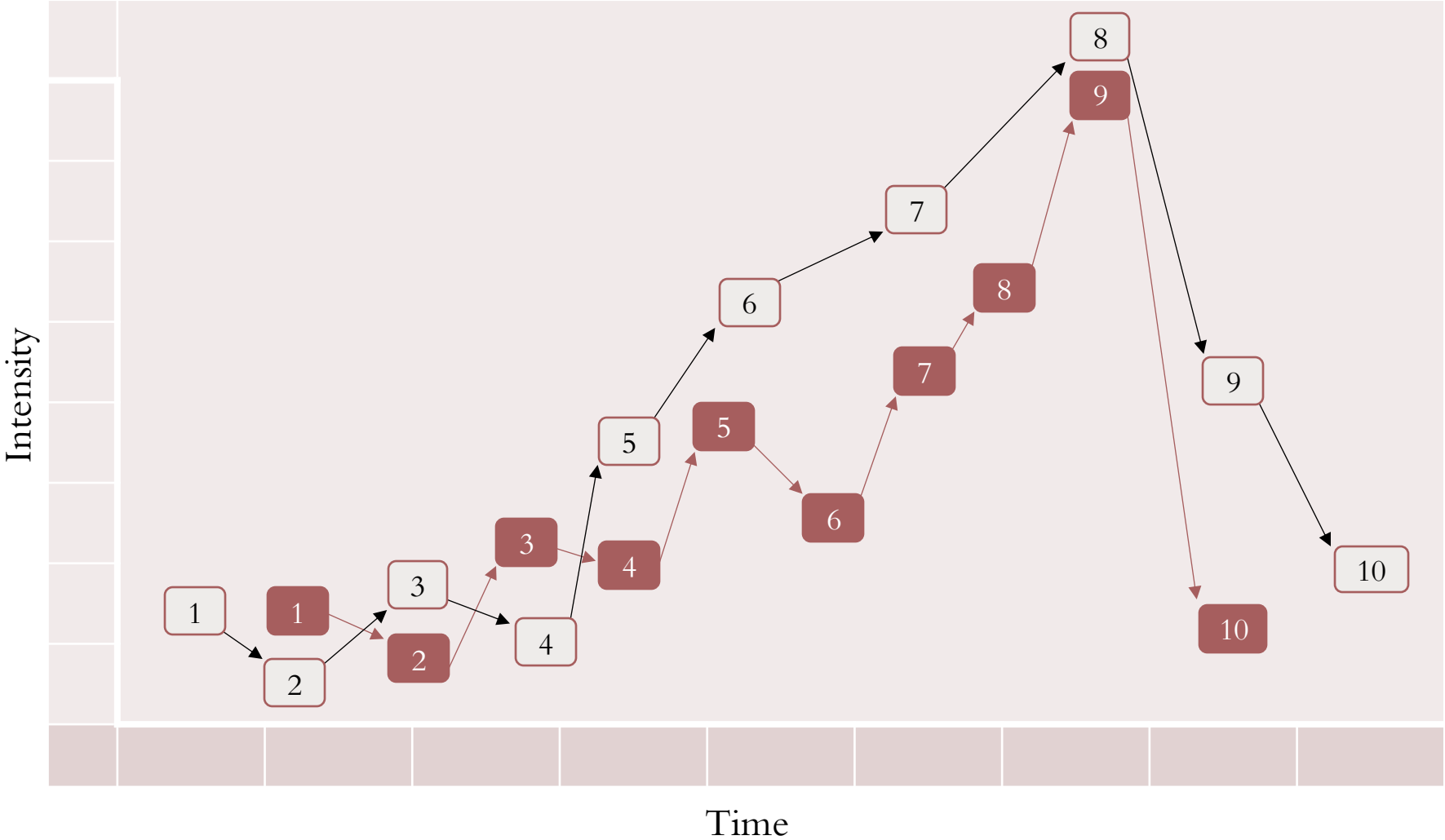


# TENSION GRAPH

LAYER 5

Gameplay

Narrative





# NARRATIVE STRUCTURE

## LAYER 5

- Clueless start with rising action (Player will get introduced to the first memories)
- Exposition (Player will be introduced to the rules of the world and that they are in afterlife)
- Rising action (Player will learn more about themselves, the world and reasons why this is happening)
- Climax (Player fights The Nameless and uncovers the last memory)
- Conclusion (The Nameless is defeated and now everyone has their memories. Humanity can live again)



# REPRESENTATION

## FINAL STEP

- The representation is a collection of memories from one storyline of the game. In addition, each memory has a gameplay feature like new abilities and combat stat boosts
- Memories do not have names, they have dates
- Memories contain detailed descriptions of what happened and emotions
- The memories belong to a spawner class in game that specializes on spawning minions for help



# OCTOBER 2, 2004

## REPRESENTATION

I was born on this day. I was one of those children who cried the loudest after birth but since then my mother has seen me only smile. I was born a curious person who would look at unknown objects for hours or try to listen to something but at the same time, I was easily scared of anything! A dog barking outside or a car alarm going off would immediately get me crying out of fear.

(The player obtains basic combat skills with no emotional value but gets a bonus to happiness and minor nerf to fear stat resulting in being weaker to fear at start)



# OCTOBER 2, 2006

## REPRESENTATION

It was my birthday! It was such a happy day because I got the best gift ever, a yellow stuffed bear with a red shirt on. I like his paws, they are soft and have no claws but for some reason, I like pushing my other toys with these paws.

(The player obtains Bear Push combat skill. It deals anger damage and heals in an area around the player with happiness. Happiness heal deals damage to sadness. If the enemy is pushed to the wall, they get bonus anger damage)



# MARCH 5, 2010

## REPRESENTATION

Ever since I was a little kid, I was afraid of dogs because they were barking a lot. It changed when I was 5. My parents took me to their friends, and they had a big scary dog. However, after spending a while in the same space with the dog my fear was mostly gone so I tried to pet it! It was so soft and calm, seemed like we both were happy to meet each other. But later this evening someone broke into the house and the dog was protecting me from harm! It stood up so it was bigger than me and then bit the intruder. Since that day I have been begging my parents to get a dog

(The player obtains Dog Bite that is fear and happiness combat skill. A Dog appears behind you and leaps towards the assigned enemy. The dog deals Fear damage and heals the player with happiness)



# JUNE 23, 2013

## REPRESENTATION

A few days ago, my parents bought a bucket of crawfish to cook but I saved one from being eaten. I felt sad when found out they were being eaten and wanted to give shelter to a poor crawfish. However, he refused to eat anything I gave him and today he died. My mom helped me burry him in our backyard under a tree but a few hours later a neighbor's dog dug up the whole and took the crawfish. I feel like it was my fault that the crawfish had to suffer hunger for days to only die. Only because I wanted a pet.

(The player will obtain the Crawfish ghost that will follow the player around and help in combat sections by grabbing enemies to stun them for a few moments. The Crawfish is a sad emotion which makes it stronger against anger emotions)



# JULY 21, 2019

## REPRESENTATION

We have an ant swarm in our backyard and it's close to the place that used to be The Crawfish's grave. I can't stand insects. Yes, ants are smart, but they are annoying, and our backyard isn't their home! I had to deal with them, it seemed easy at first glance: put on protective gear, spray chemicals on the ants' nest, and no more ants! However, I made a crucial mistake by standing too close and the whole swarm started climbing me to escape the chemicals! I was covered with ants but felt nothing except pure anger even though my skin was burning from their small bites. Eventually I got rid of ants.

(The player obtains an *Army of Ants* which is an anger combat skill that covers player's body I ant armor and lets the player emit fire around them that deals anger damage)



# JULY 21, 2019

## REPRESENTATION

My family went on a holiday trip to an exotic country! We have seen so many great things but the whole experience was ruined by one incident. I saw a shark in the sea while swimming a bit further from the beach. It was the most terrifying thing I have seen, it felt like my heart stopped beating. Its teeth were scary, and I almost felt how they would pierce me through skin and bones... I will never forget how I barely survived that fear

(The player will obtain an ultimate combat skill called Shark Teeth. That skill deals fear damage to a targeted enemy by squishing them in a shark jaws for some time)



THANK YOU FOR READING!