

World and Dialogue Bible

LOST MEMORIES

Team 18

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Integration Projects 1

REVISIONS

Versie	Auteur(s)	Versiebeschrijving	Datum
1.00	Joffrie	Setting up the document	24/12/2012
1.01	Joffrie	Adding the world map, level 1map and Zone 1 map + Zone 1 dialogues	24/12/2012
1.02	Joffrie	Finalized Zone 1 + updated Level and Zone maps	26/01/2013

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1 MAIN GAME DESCRIPTION

1.1 Pitch

You died. Heaven awaits but there are some things you can't let go just yet. In a world between worlds you find your soul mate you never got to know in life. You can push objects, she can attract them. With your unique abilities you try to solve the puzzles of the afterlife. Help each other get past obstacles and seemingly unsolvable puzzles so you can find peace and move on.

Pitch sentence: 2 People don't know each other, but by solving puzzles they get to know each other and themselves.

1.2 Backstory

= what will our players discover about themselves when solving puzzles?

1.3 Outline

A man dies. His life flashes by before his eyes, but before he reaches heaven, a flashing memory makes him uneasy. It absorbs him.

He falls on a platform surrounded by an infinite void. Many others join him, many others fell before him. They ponder about their memories, which they don't have. The same goes for our man.

Suddenly a girl calls for help. The man pushes a tile to clear a path for her. "Thank you," she says "I tried to get to the other side, but I got stuck. Will you help me?"

The man pushes the tile on which the girl is standing. "Now it's your turn!" she yells from across the other side. The man stands on the edge of the big platform when the girl pulls him towards her. Their journey is only just beginning.

2 WORLD OVERVIEW

2.1 World Map

Anything to add?

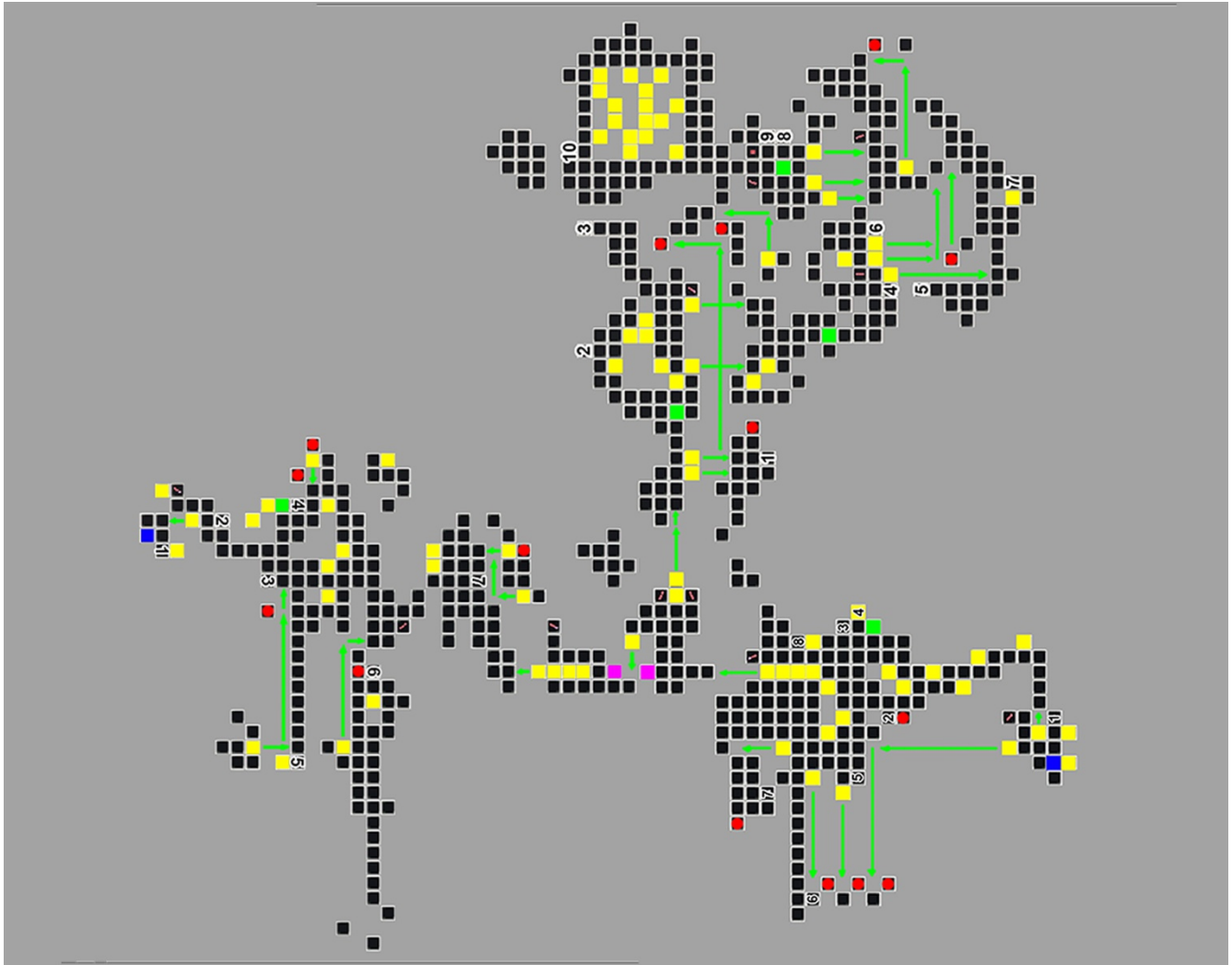
2.2 World Notes

Anything to add?

3 LEVELS

3.1 Level Maps

3.1.1 Level 1



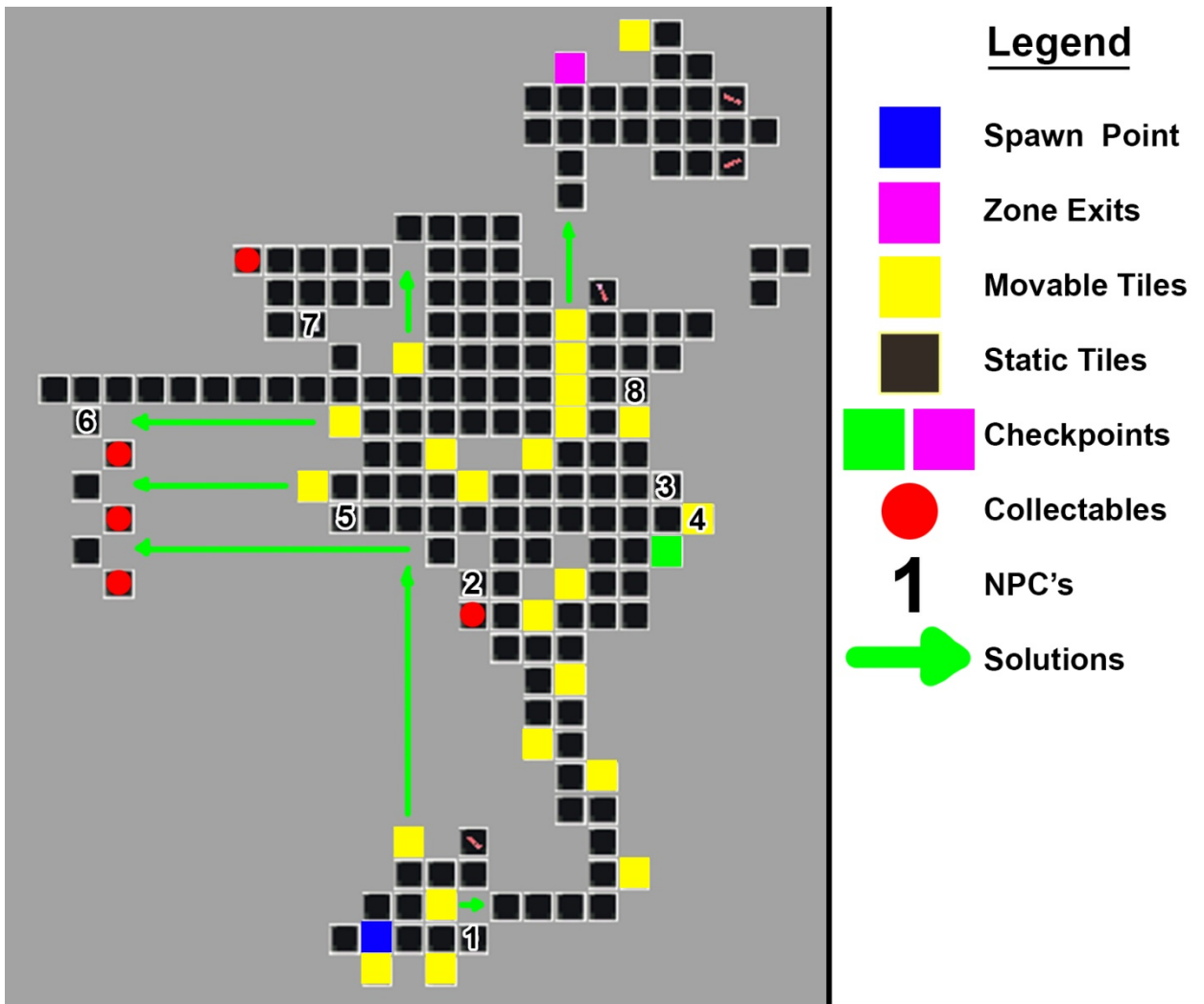
4 Zones

4.1 Zone 1

4.1.1 Summary

The boy player awakens from his death and starts looking for a way off his island. At the same time, he gets to know the world he's stuck in.

4.1.2 Map



4.1.3 Zone Info

- Event 1:

CONDITIONS:

Player pushes the tile with NPC 4 on it.

- Event 2:

CONDITIONS:

Active after Event 1.

Player resets the tile with NPC 4 on it by using the first checkpoint.

4.1.4 Zone NPC's

- NPC 1

ACTIONS:

NPC is Idle.

TEXT:

1. "Did you just... fall out of the sky? What are you?!"
2. "I can push tiles away by thinking '*Spacebar!*' Aren't I amazing?!"
3. "Do you remember anything? I... I can't."

- NPC 2

ACTIONS:

NPC is looking at the collectible.

TEXT:

1. "Sometimes '*Lost Souls*' drop down from the sky."
2. "It's so shiny! I love looking at it. It reminds me of... what was it again?"

- NPC 3

ACTIONS:

NPC is Idle.

TEXT:

1. "You can push tiles away, but beware. They will never stop moving until they hit something!"
2. "You see that hovering puzzle piece over there? It's a '*Check Point*' that resets these tiles!"

AFTER EVENT 1:

ACTIONS:

NPC is Idle.

TEXT:

1. “Did you just push that guy into the infinite void? He’ll be trapped forever!”
2. “If you want to help him, you can use the last ‘*Check Point*’ by pressing ‘R’”

- NPC 4

ACTIONS:

NPC is Idle.

TEXT:

1. “Do you know why this tile has a different color from the others?”
2. “What will happen if I stand on one of these tiles?”

AFTER EVENT 1:

ACTIONS:

NPC is Idle.

TEXT:

1. “What just happened? I don’t remember anything!”
2. “I think... I... wait, did you push me?”

- NPC 5

ACTIONS:

NPC is Idle.

TEXT:

1. “Sometimes when you push tiles, they end up in places you’ve never been before!”
2. “That tile behind me is really important. I’m guarding it. I have nothing better to do anyway.”

- NPC 6

ACTIONS:

NPC is Idle.

TEXT:

1. “When you pick up ‘*Lost Souls*’ that fall from the sky, they can help you remember the why.”
2. “You’ll never get to them ‘*Lost Souls*’! They’re mine! Hahaha!”

- NPC 7

ACTIONS:

NPC is Idle.

- NPC 8

TEXT:

1. "Someone just escaped from this island. He was amazing. Just by thinking '*M*' he knew what to do!"
2. "Are you feeling lost? I sure know I am."

ACTIONS:

NPC is Idle.

TEXT:

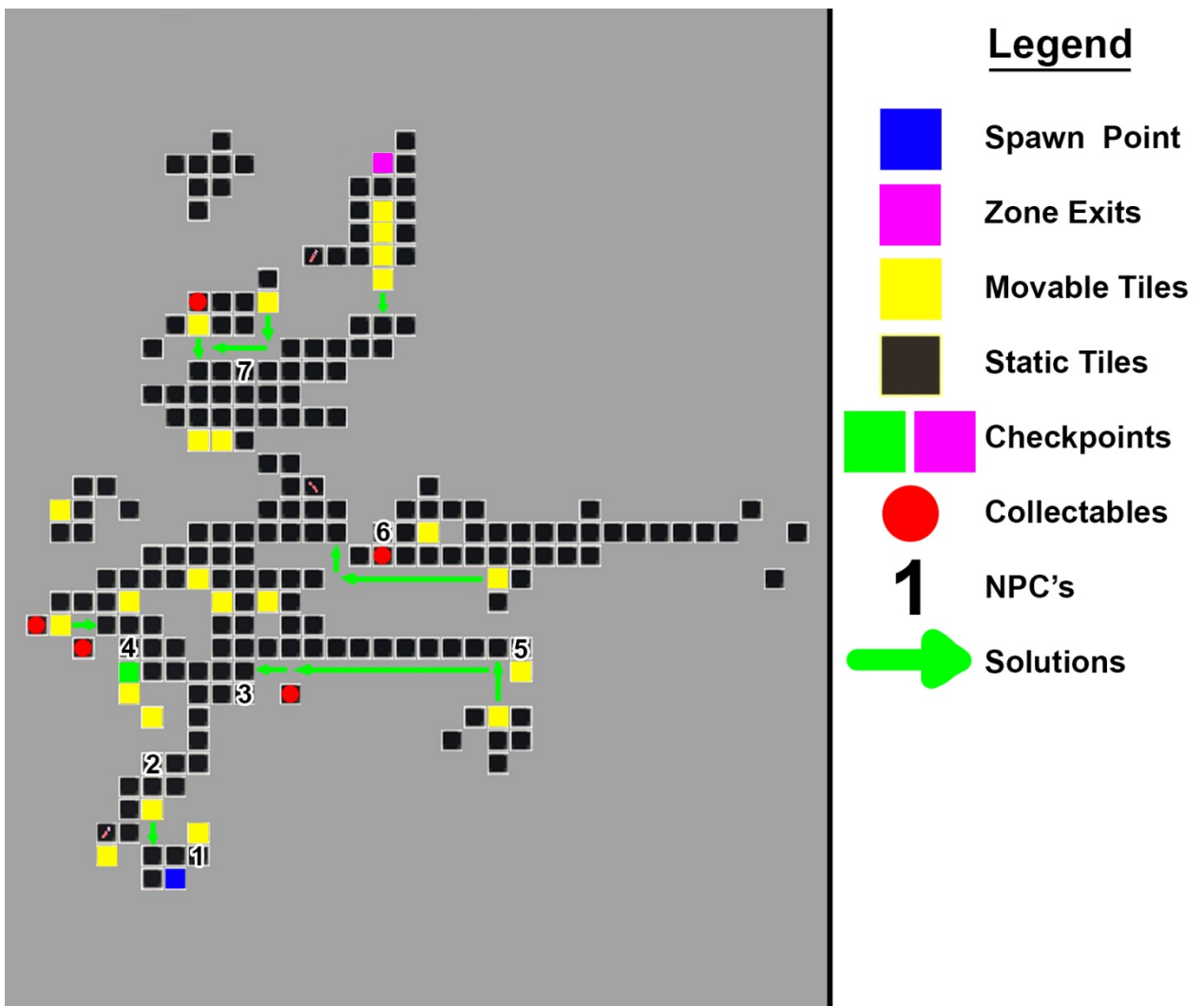
1. "Someone told me there's a way out of this place. He must've lost his mind. It's all hopeless!"
2. "Did you find all the '*Lost Souls*'? if not, you might as well jump into the void!"

4.2 Zone 2

4.2.1 Summary

The Girl player awakens from her death and starts looking for a way off her island. At the same time, she gets to know the world she's stuck in.

4.2.2 Map



4.2.3 Zone Info

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4.2.4 Zone NPC'sz

- NPC 1

ACTIONS:
NPC is Idle.

TEXT:

1. "Who are you? Where did you come from?!"
2. "I can pull the tiles towards me by thinking '*Spacebar*'. I... I think I'm '*God*'!"
3. "If I'm '*God*', shouldn't I know everything? What... What happened to us?"

- NPC 2

ACTIONS:
NPC is looking at the Arrow.

TEXT:

1. "Do you see that arrow? Do you know what it's pointing at?"
2. "I... I think it's pointing at me!"

- NPC 3

ACTIONS:
NPC is looking at the collectible.

TEXT:

1. "I can't seem to get to that '*Lost Soul*' behind me. I send my dog out to look for tiles I can use."
2. "Even you can't get to this '*Lost Soul*'! It's mine!"

- NPC 4

ACTIONS:
NPC is Idle.

TEXT:

1. "Were you able to get both '*Lost Souls*'?"
2. "When you did something wrong, the '*Checkpoint*' helps you rewind time."

- NPC 5

ACTIONS:

NPC is Idle.

TEXT:

1. "“This dog seems to be waiting for its master’. Awoouuu!”
2. “Woef woef! ... Grrrr. ‘The dog seems to protect something.’”
3. “Gr...! ‘The dog releases a very threatening sound.’”
4. “Grr...! ‘The dog releases an even more threatening sound.’”
5. “Grrr...! ‘The dog’s threatening sound surrounds your soul with fear.’”
6. “Grrrr...! ‘The dog’s threatening sound is the most fearful thing you’ve ever experienced. But then again, you don’t seem to remember a lot.’”
7. “Grrrrr...! ‘The dog’s threatening sound is the most fearful thing you’ve ever experienced. Like... seriously fearful. Even if you did remember something it would still freak you out!’”
8. “Grrrrrr...!!! Seriously, Get away from this dog. Don’t you get a hint when it’s staring you in the face?”
9. “Grrrrrrr...!!! ‘The dog killed you. No, just kidding, you’re already dead.’”

- NPC 6

ACTIONS:

NPC is Idle.

TEXT:

1. “Thank God! You came to help me off this island! Will you be my friend?”
2. “Hey! Did you just take my *‘Lost Soul’* ? You’re not my friend anymore. How could you!”

- NPC 7

ACTIONS:

NPC is Idle.

TEXT:

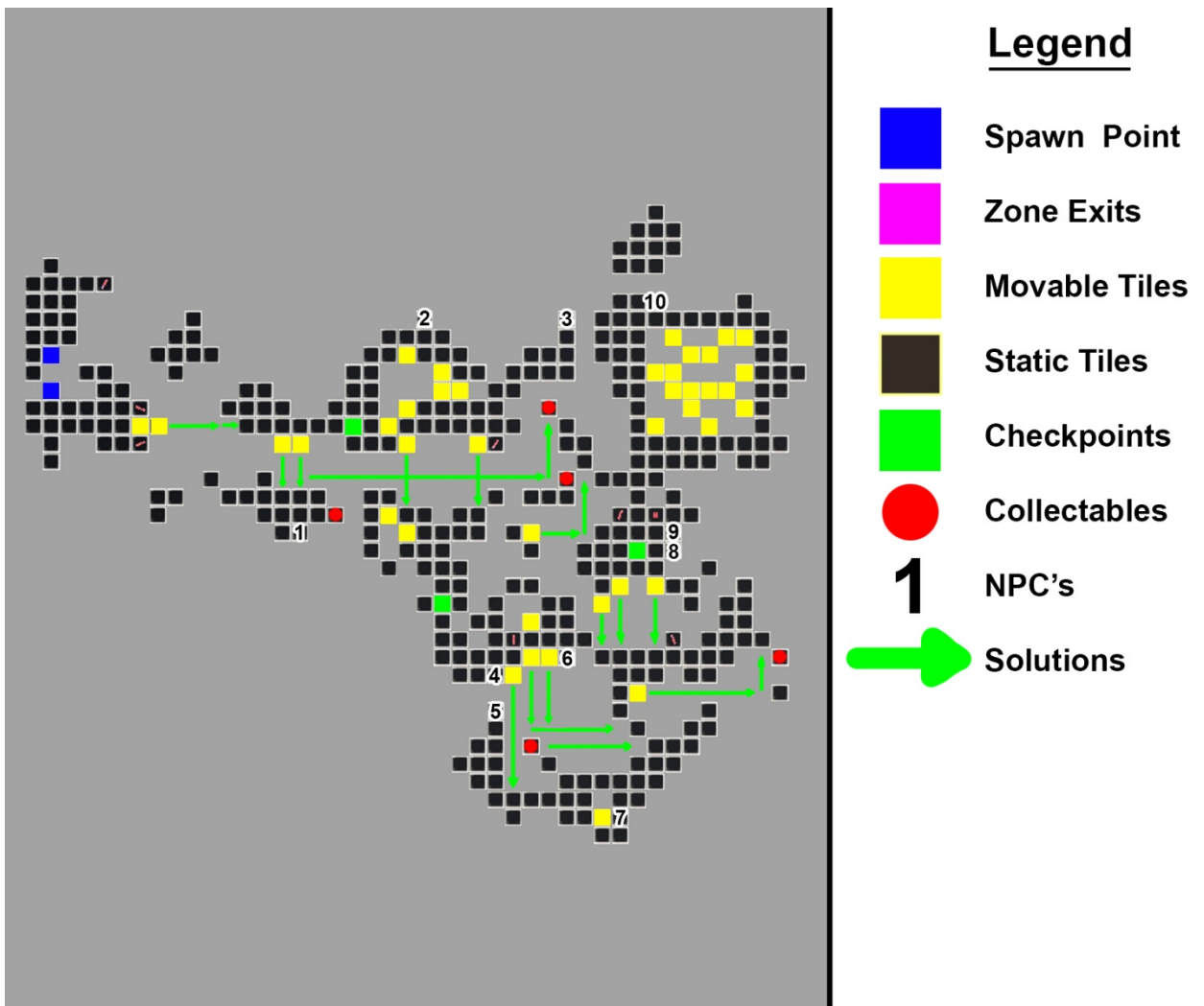
1. “That *‘Lost Soul’* over there looks very shiny.”
2. “I like shiny.”

4.3 Zone 3

4.3.1 Summary

Both players come together and face their first challenge.

4.3.2 Map



4.3.3 Zone Info

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4.3.4 Zone NPC's

- NPC 1

ACTIONS:
NPC is Idle.

TEXT:
1. "You... You came back for me!"
2. "Wait... You're not my husband..."
3. "He left me... 'She starts crying'"

- NPC 2

ACTIONS:
NPC is Idle.

TEXT:
1. "I send my loved one into the void. What have I done?!"
2. "Will I ever see her again?"

- NPC 3

ACTIONS:
NPC is Idle.

TEXT:
1. "My wife? I think I left her somewhere. But seriously... That girl!"
2. "Do you see that girl on the other side? She... She's beautiful."

- NPC 4

ACTIONS:
NPC is Idle.

TEXT:
1. "My Silly Willy... I pushed him to the other side, but now he's stuck. There must be a way!"
2. "Can you hear me?! I miss you!!! 'he starts crying'"

- NPC 5

ACTIONS:
NPC is Idle.

TEXT:
1. "My Silly Billy... it's not his fault. I love you!!!"
2. "I... You... 'He can't hold his tears'"

- NPC 6

ACTIONS:
NPC is Idle.

TEXT:
1. "My Baby is looking for a way to get to the other side. Sometimes you just have to place your trust in her."
2. "I believe in my Baby. She's smart you know...!"

- NPC 7

ACTIONS:
NPC is Idle.

TEXT:
1. "Hunny!!! I need help!!! He... He can't hear me."
2. "He can be such a dumbass sometimes. Sending me over here with nothing to go on..."

- NPC 8

ACTIONS:
NPC is Idle.

TEXT:
1. "You seems to have made it so far. But even my Sweetheart and I couldn't solve what's further ahead."
2. "You need a hint? That box over there seems to indicate a shape. But what to do with that shape...?"

- NPC 9

ACTIONS:
NPC is Idle.

TEXT:
1. "My Pumpkin and I are taking a rest here. Thinking can be so tiresome don't you think?"
2. "You need a tip? It seems there are enough tiles up ahead to make something... but what?"

- NPC 10

ACTIONS:

NPC is Idle.

TEXT:

1. "I... I feel like I'm being watched."
2. "I got this far by tricking men that fall in love with me. But the last one left me here... I... He was so... I miss him."