

# IN MEMORIA

**Game Design Document**  
by Kilian Schmitt & Tristan Hantschel

## INDEX

|             |    |
|-------------|----|
| Team        | 3  |
| Overview    | 4  |
| Gameplay    | 5  |
| Tutorial    | 6  |
| Story       | 7  |
| Concept Art | 12 |
| Assets      | 14 |
| Contacts    | 17 |

## TEAM

**Moritz Pauli**  
Programmer

**Anita Lautner**  
Artist

**Petar Aleksiev**  
Artist

**Olivier Haas**  
Sound Designer & Composer

**Kilian Schmitt**  
Game Designer

**Tristan Hantschel**  
Game Designer & Project Lead



## OVERVIEW

### Elevator Pitch

In Memoria is a first person mixed reality exploration game. It tells the story of a game developer that suffers from chronic memory loss, who tries to cope with his disease by capturing memories in a game.

### Project Description

The aim is to create an Mixed Reality-Game for the PC that lets the player explore a distorted game world inhabited by various memory bits. As well as give him some impression of how a person with memory losses may feel.

### Gameplay Brief

The Leap Motion is used for Movement and other interactions with the Game World.

### Genre

Exploration Game | Chamber Play | Puzzle

### Targeted Platform

PC

### Influences

Memory of a broken Dimension  
The Beginners Guide  
Code 7  
LSD Dream Emulator  
Erebos  
Weird & Creepy Video Game Bugs/Glitches

## GAMEPLAY

### Motion Control

**Looking around**, right hand moves from left to right. Like waving towards the ground. Right hand tilts up and down.

**Moving around**, left hand tilts up and down. Entering grabbing mode, making a fist with both hands.

**Exiting grabbing mode**, pointing with both hands.

### Puzzles & Interaction with Objects

#### Shaking hands

The player has to move slowly to lower the shaking, if 100% shaking is reached he drops the bottle. It gets more difficult while pouring.

#### Memorabilia

Scattered in the rooms and levels are a couple of objects that are highlighted and trigger short memories in text form when picked up.

# IN MEMORIA

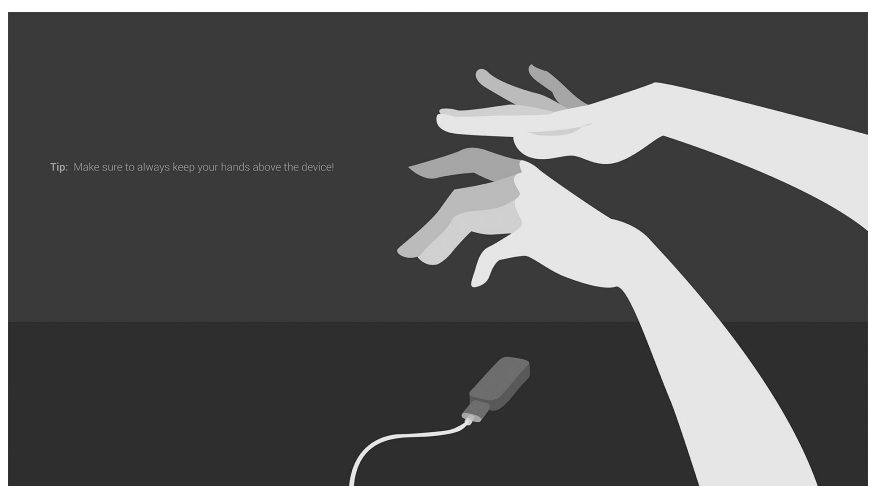
## TUTORIAL

The game starts, in the first loading screen a picture will show the player how to correctly position his hand over the Leap Motion. In the next moment he finds himself in an endless black void, a distorted voice speaks to the player from behind him. "Turn around!"

A minimalistic icon appears on the screen. Its represent two hand, just the right one moves. Its looks like waving someone that lies on the ground. A soon as the player imitate this gesture the Leap recognizes the movement and the game reacts. The player learned that he can look around by moving his right hand, now he turns around and sees a light pillar in the distance. Another animated icon shows up, this time the left-hand moves. The flat hand is tilted up and down. When the player imitates this, the character will move toward or backwards. When the player reaches the light he will see some cube lying around. Again a small animated icon shows him how to enter the grabbing mode. As soon as the player realizes that he is now able to grab stuff, it is just a matter of time till he will start interacting with the cubes.

The cubes represent a small shape puzzle that the player has to solve, nobody is gonna tell him what to do with them but it should be hard to complete. The idea is similar to the korok puzzles in The Legend of Zelda : Breath of the Wild. Once the player has solved it, the cubes will vanish and another light pillar appears in the distance, this time it is a door that stands in the center of the light. When the player enters the light, the door opens and the first level of the game starts.

With this tutorial the controls are taught to the player without using too much text. With the distorted voice in the beginning we have also a bit foreshadowing for the daughter NPC, as well as an introduction to the distorted game world in a "safe" environment to the player.



## STORY

|                   | 2001  | 2000   | 1998   | 1997  |
|-------------------|---|--|--|---|
| <b>Atmosphere</b> | Cold colours, blue<br>Clinical, artificial<br>Strange and eerie<br>Very dark      | Cold: blue, brown<br>Scary sounds that<br>are coming closer<br>Tense, threatening<br>Downstairs more<br>friendly | Warm brown<br>Well lit<br>Pleasant<br>atmosphere   | Comfortable<br>Only warm colour<br>Nothing feels off  |
| <b>Layout</b>     | Very distorted,<br>all objects are<br>somewhat affected<br>Missing walls          | Nearly all objects<br>are changed<br>Clear to see that<br>some are getting<br>back to normal                     | Mostly texture<br>glitches<br>Distortion has<br>gone back<br>significantly<br>Only 1 <sup>st</sup> floor                         | Normal looking<br>Every object is<br>in place   |
| <b>Mechanic</b>   | None // get used to<br>using the LEAP<br>Experience the<br>layout                 | Sweet spot //<br>escape the<br>bedroom by<br>remembering<br>where and who you<br>are                             | Wine //<br>experience how<br>the disease<br>affects you and<br>mental and<br>physical health<br>decline                          | Letter // open<br>the letter and get<br>closure,<br>understand what<br>happened in<br>previous levels |
| <b>Player</b>     | Confused, uneasy<br>Threatened by NPC<br>Trying to<br>understand what<br>happened | Distressed, driven<br>to escape<br>Relaxed upon<br>moving to more<br>pleasant<br>atmosphere                      | Relaxed, calm<br>Frustrated about<br>the mechanic for<br>a bit<br>Feeling<br>different/left out<br>by all the faceless<br>guests | Calm and curious<br>Mechanics<br>should not pose<br>problems and<br>interfere                         |

## STORY

### 2001

Last entry in the diary.

#### Atmosphere:

Cold colours, a lot of blue, very clinical, artificial and uncomfortable feeling. Everything is distorted, out of shape and out of place. Parts of the walls are missing and give sight to the empty void, a few cracks in floor (or transparent lining)

#### Layout:

The kitchen is inaccessible, backwall missing and furniture floating outside the flat space. The dining section is inverted, 6 small tables around one big chair. Plant is hanging from the ceiling. The couch section is mostly intact, just very distorted. The player will start here. The stairs are breaking down into the void when the player approaches, with no obvious route to the upper floor. The bedroom doorframe is turned around from the ceiling. The bathroom door is missing. There is no way to access this room here. The bed is fine, but the material is odd (something metallic, maybe). The shelves on the wall are there. All figurines on them will randomly disappear and reappear at another shelf/location. The computer is off.

#### Mechanic:

Finding the way, Player starts in living room. Around 30 seconds of free interaction and exploring the hallway/living room before the daughters robotic, distorted voice orders him to simply "Go to bed." Going close to the unusable stairs reveals footprints appearing on the side wall further up to the first floor. If the player walks against the wall, they can actually go up. Character and camera rotate accordingly. Up over the ceiling and through the flipped over doorframe, the shelves will flip out of their wall position like stairs when the player approaches, along

the wall opposite to the bed, enabling them to descend and finally walk to the bed. Walking close to it, the player will lay down and close their eyes. The daughter appears next to the players (blurred because sleepy) field of view, motion control disabled. She bows closer and wishes a "Sleep well." Then cut out to black. Level End.

#### Clues:

Hanging flower: All space in the flat is usable – even for walking on. Footprints: Obvious, stairs are unusable so maybe go out of the normal (like everything else in the flat) and show that it's also a usable area. Bed material: Looking not that distorted but a different material. Stands out, is the goal.

#### Player:

The player should feel confused by the atmosphere and environment but be able to find out what the task/path is. The player should feel uneasy, threatened by the environment and NPC entity and maybe worried after the end with good night wish followed by the sharp cut out. The player should question the morale, intentions and general identity of the NPC identity.

#### Voice lines:

Every line distorted to a synthetic sound. Spoken with emotions listed below, but generally very monotonous.

"Go to bed." – an order. Rude, determined. After player exploration phase.

If player hasn't managed to go up after 1:15 level-time (chosen at random, after 30s interval):

"...Upstairs." – Annoyed, cold.

"I told you to go to bed!" – impatient, loudly spoken.

"\*sharp annoyed sigh\* You can't have forgotten THAT." – unbelieving, harsh.



## STORY

### 2000

Second to last entry in the diary.

#### Atmosphere:

Upstairs: Cold, dark. Blue and brown. Loud sounds coming from outside the flat. At first very distant and dampened, they seem to clear out and get closer and more penetrant over time. Rising tension and feeling of an incoming threat. Random mix between explosions, gunfire, firework. Downstairs: Light everywhere, warmer brown shades.

#### Layout:

The kitchen has been sorted out a bit. The furniture is back in the house, but still a bit displaced. Wall still partially missing. Dining section is back to one table with 6 chairs, but the chairs haven't figured their correct position out yet. The plant now is half in the wall, but down to the floor at least. The couch section is fine. The daughter and two NPCs are standing between couch section and dining section. The stairs are almost back to normal again. Walking down, occasionally one will partially fall out or is partially missing so the player will have to manoeuvre around them carefully (no death, just LEAP navigation) Bedroom door is missing. Instead just a solid wall without exit. The bathroom door is there and will lead into the bathroom. The bathtub sits on the wall and is rotated 90°. Sink and toilet are fine. The computer is on and showing a bluescreen.

#### Mechanic:

Escape from the distressing noises.

Player starts in bedroom. There are no audio clues in this scene. In the bathroom, the player will find <Item #01>. On a shelf, the player will find <Item #02>. Near the (hidden) bedroom

door, the player will find <Item #03>. These items can be identified by standing out through their very strong glitches and distortion so that they are basically not identifiable. Grabbing them will activate the "sweet spot minigame", they are to be rotated until a visual sweet spot is found or (golden goal solution) the glitches become less and less when it's rotated towards the correct (invisible) spot. There will be intensifying audio feedback if the sweet spot is closer either way. Focusing on the spot (looking) for 2s will unlock it, deglitching it entirely and making the protagonist remember it. When all are remembered, the bedroom doorframe will appear in the wall (no door, just frame in full wall) and the wall will not have a collider anymore. Going down the stairs, the player has to find their way. The sounds will be quieter, and less chaotic. Mainly fireworks the closer the player walks to the living room. Entering the living room, they will encounter the daughter and the other NPCs. Controls disabled. Daughter will turn around, look at player. "I thought you weren't feeling well and wanted to sleep." "Well... Happy New Year!" Fade, End.

#### Clues:

Items in question standing out through heavy glitches. Bathroom door should be the door taken to "escape and be disappointed", but finding one item there.

## STORY

### Player:

The player should feel distressed by the sounds and want to escape the scene. Since the bathroom door is close, new and a seeming way to that escape, they will want to take it before exploring the room. The item in the bathroom should set the idea that there are other items to be found as well, making the player want to explore the rest of the bedroom as well. Walking down the stairs with some falling out should reinforce the idea of being "under attack", the house disintegrating, something bad happening. Moving to a gradually warmer and calmer ambience with less threatening sounds should relax them. Encountering the NPC entity there again should however at first set the feeling of anewed danger or at least uneasiness as they question her identity and relation again.

### Voice Lines:

Less distorted, but still quite inhuman.

"I thought you weren't feeling well and wanted to sleep." – surprised, disappointed (?)

"Well... Happy New Year!" – hesitant, but slightly warm. Should feel a bit like artificial warmth.

## 1998

Second chapter.

### Atmosphere:

Warm, well lit room. Light brown. Should feel pleasant.

### Layout:

Only first floor needed.

Kitchen is back to normal, occasional shape/material distortions. Dining section is perfectly fine now. The plant has calmed down but might sometimes stretch its leaves a bit (animation, if time is there. Should feel quirky. Alzheimers

hallucinations) Couch section is fine. Stairs are good, some are just rotated strangely. Unusable. Coat hanger has coats flicker.

### Mechanic:

Pour a glass of wine. Your hands are shaking, you need to concentrate and find a sweet spot position of both hands to keep the bottle steady and avoid spilling the wine. If you are making a mistake and are not correcting towards the correct position, the shaking will intensify. Correcting the position will slowly decrease the shaking. Bottle is very clear object (light) so player knows it's special and wants to interact. Tunnel Vision on the edges of the screen to focus only on bottle. If bottle is dropped, level time is slowed and black edges close in on screen (like blinking), then open up again (level reloaded // bottle respawned on table). After successful wine pour, the player has to take the glass. The character then autonomously turns around (player controls disabled) and toasts with the daughter (depends on animation), who in that moment flickers a bit and has the distortion clear up a tad more. She thanks the player. Fade out, in light colour.

### Clues:

Bottle and glass are very clearly displayed. Other guest NPCs are holding filled glasses.

### Player:

Should feel relaxed about the atmosphere and environment. Frustration about the hands shaking should come up, but not too much struggle. Pleasant learning curve overall.

### Voice lines:

Nearly no distortion. Sounds nearly like a person. "Thank you!" – delighted, friendly, pleasantly surprised. "\*short break\* ... I hope you are feeling well, despite all." – friendly, warm, a bit sad but also happy at the same time.

## STORY

1997

First chapter//Epilogue

Atmosphere:

Comfortable, exclusively warm colours.

Layout:

Only first floor living room/dining space. Every item is in correct place, just very occasional and not very extraordinary glitches.

Mechanic:

Read the letter on the table. Player is sitting already, can't move/stand up. A letter is in front of them/handed by the daughter. To be opened with a simple motion as to rip it open. Pull the sheet of paper from the envelope – if possible, all letters will fall off the paper in that moment (have some letter sprites on it; it's mostly so we don't have to create a too realistic document – we're still dealing with a "fictional" generalization of memory loss!). Rotate the letter a bit, similar to the sweet spot mechanic but not very complex, if faced in the correct rotation, big clearly readable letters will appear on the empty sheet (except a caduceus symbol on the top, to signal it's a medical letter. Could instead also be placed on the envelope.) that simply say.

DIAGNOSIS:

MEMORY LOSS

As the paper takes up most space on the screen, once the player puts it down they will find out the daughter now sits on the opposing side of the table. They will talk about the letter. After the dialogue: Fade out, dark and respawn in the void.

Clues:

---

Player:

Should feel at home, relaxed. Mechanics should not interfere with the player's mood. Should afterwards have understood the game/story and received closure.

Voice lines:

Sounds normal (no unusual editing)

"It's... here. You should open it." – hesitating, dry, afraid (if we have her hand the letter).

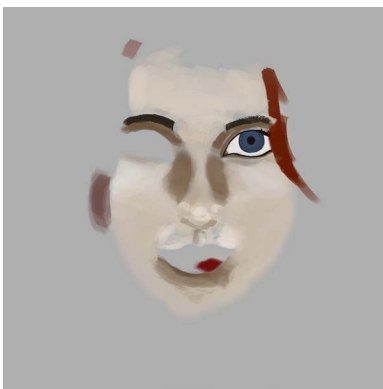
"So it's confirmed...?" – carefully, afraid of the answer.

"\*deep breath\* (trembling) Okay... \*short pause\* Okay. We can do this. You were always here for me, now I promise I'm here for you. It will... probably be difficult, but I will try my best to support you." – helpless, overwhelmed at first, then at once gathering resolve, strong. Trying to be supportive, cheerful and the end bit, but ultimately there is a sad undertone, wondering if she can manage this.

"I love you, dad. Don't ever forget that." – vividly, said with a sad smile.

# IN MEMORIA

## CONCEPT ART



## CONCEPT ART



# IN MEMORIA

## ASSETS



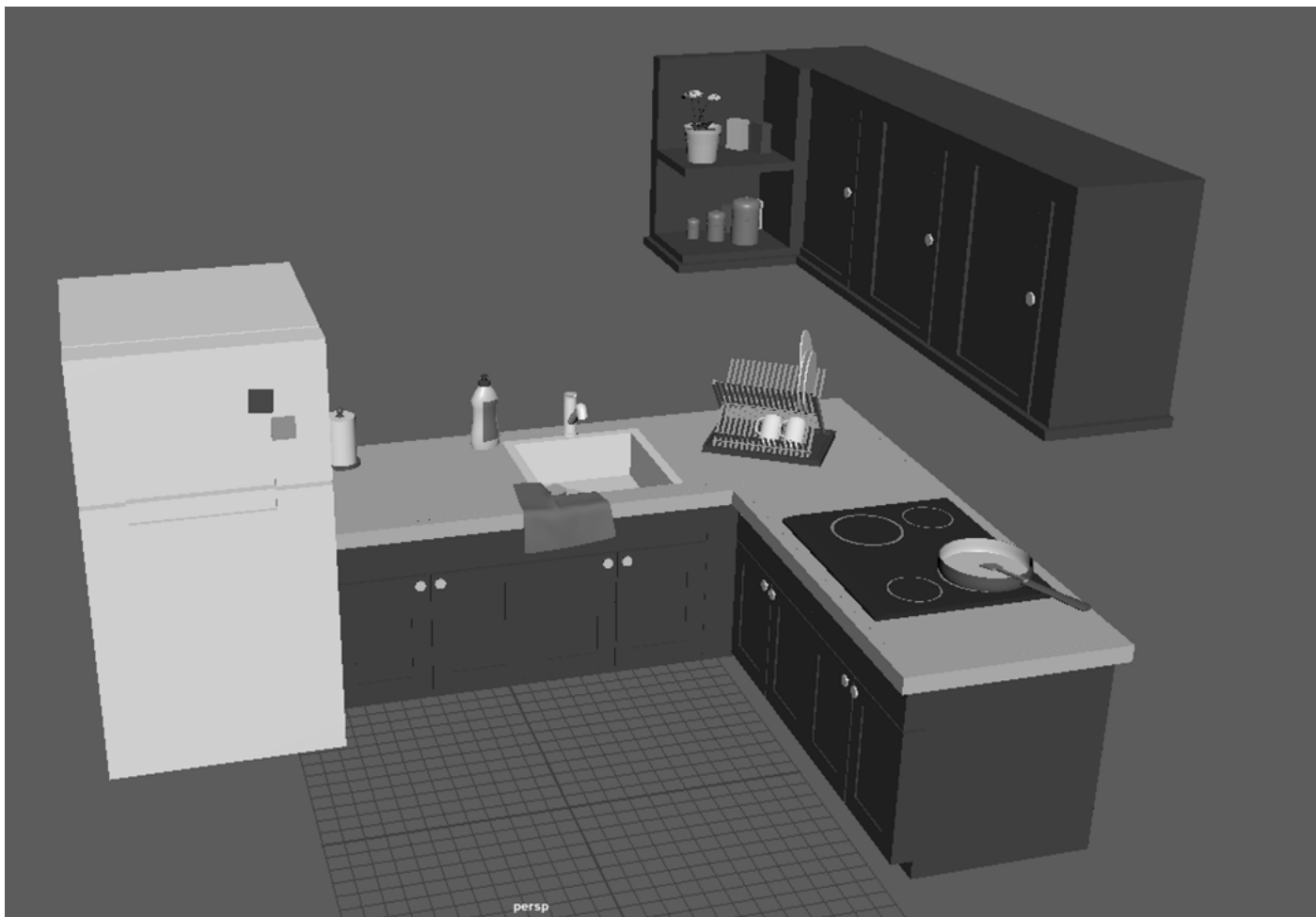
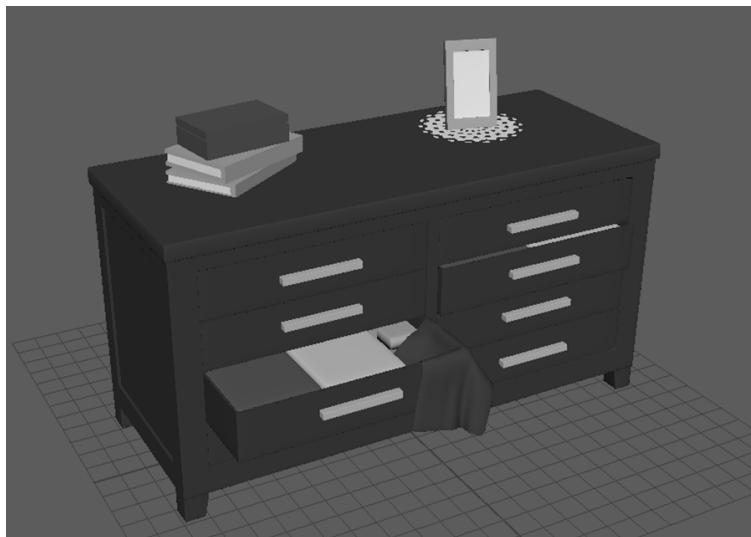
# IN MEMORIA

## ASSETS



# IN MEMORIA

## ASSETS



Art by Anita Lautner & Petar Aleksiev



## CONTACTS

Should you have any questions or feedback regarding the project, feel free to contact us!

**Tristan Hantschel**

*tristan.hantschel@outlook.de*

**Kilian Schmitt**

*schmittkilian@web.de*