

Main Story Arch

Characters

Conflict: Person Vs. Self
Story Real life: Overcoming drug addiction
Story Dreams: Hero's journey
Setting & Tone:
10-15 min gameplay

Premise:
Drug infused reality makes the segments of reality mix with the psychos world without you really see the difference.

Setting:
It is a "Svensson" type of neighborhood. He is just a normal person leading a normal life. But we get to see what it's like behind locked doors, the dark side.

Beginning:
At night club:

Middle:
Irrational decisions start to take place in Stefans life. Stealing, more and unknown drugs etc.
Bzzzz!, Bzzzz! "Your phone is ringing, Answer? no?" (Parents are calling to check up on him = Reality check == positive)
DGF asks you to sell drugs for him. "you did it before, right? why wouldn't you again? You will get paid in drugs which seems like a win win situation." Yes? No ?
...Successively transcendently into a full psychosis.

Climax:
A drug-related psychosis leads the protagonist to find himself about to make a choice that in 'reality' would lead to his death. The use of drugs have made him stray away from reality without him even notice it.

End:
Depending on choices made by the player leads the player to find himself either dead or alive. (or somewhere in between?)
-Police arrests you for possession. (while in psychosis, they ARE monsters)

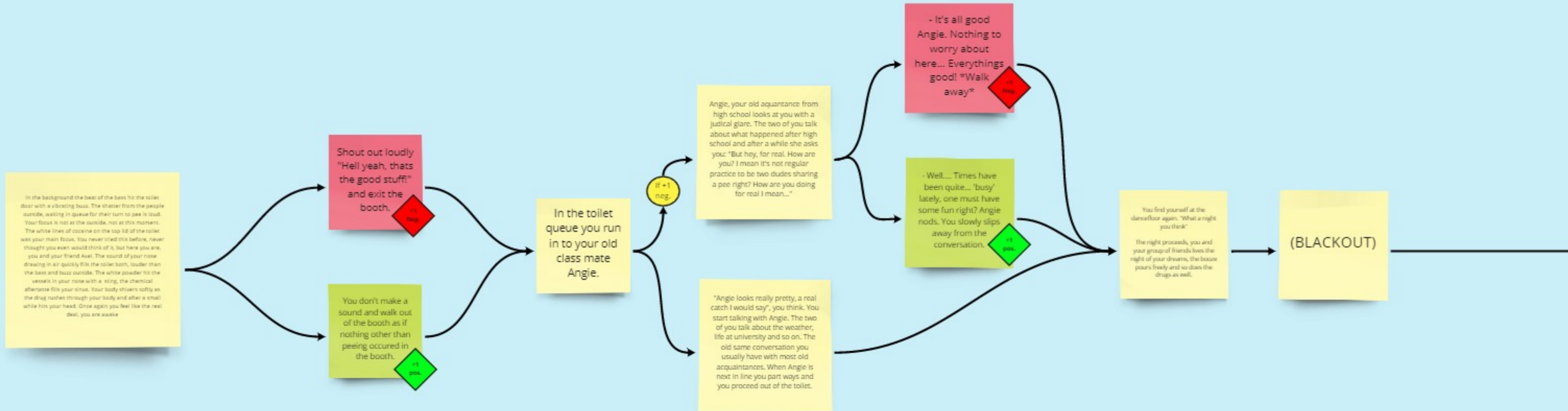
Epilogue:
(?)

Protagonist:
Steven Larsson, 23-24 yrs, grow up in a rural city in a nice neighbourhood. The relationship with the family has always been warm and hearty, a bit protected and naive. He's always been told that he's been a nice, smart and good boy even tho he's only felt like it's been a label put on him by everyone else.
Studies International Economy at uni.

Axel
Drug gateway friend (D.G.F.): Axel, a spiritual guide of sorts, the one who got the main character in the story to try drugs at first place. Had a loving and very open minded family whilst growing up.

Antagonist:
Family(?)
... No real antagonist in real life. They just want to have a nice relationship with their son. But they feel like he's becoming more and more distant as the game progresses.







Day 4
Stay at home
"sick".

anxiety over
life choices
& recent
blackouts

Voice of
sanity -
Family

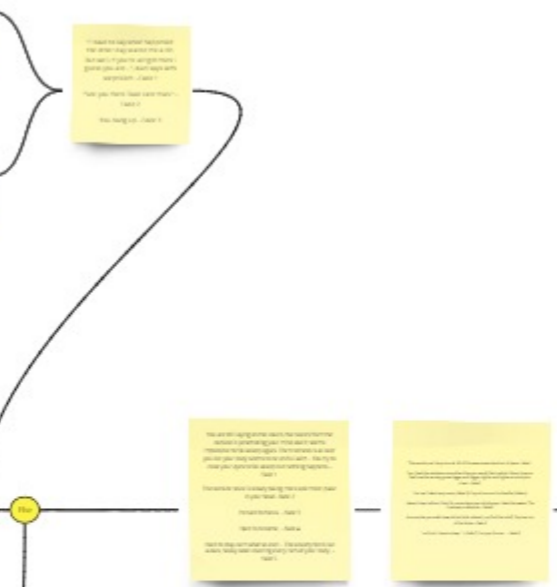
Angie
calls



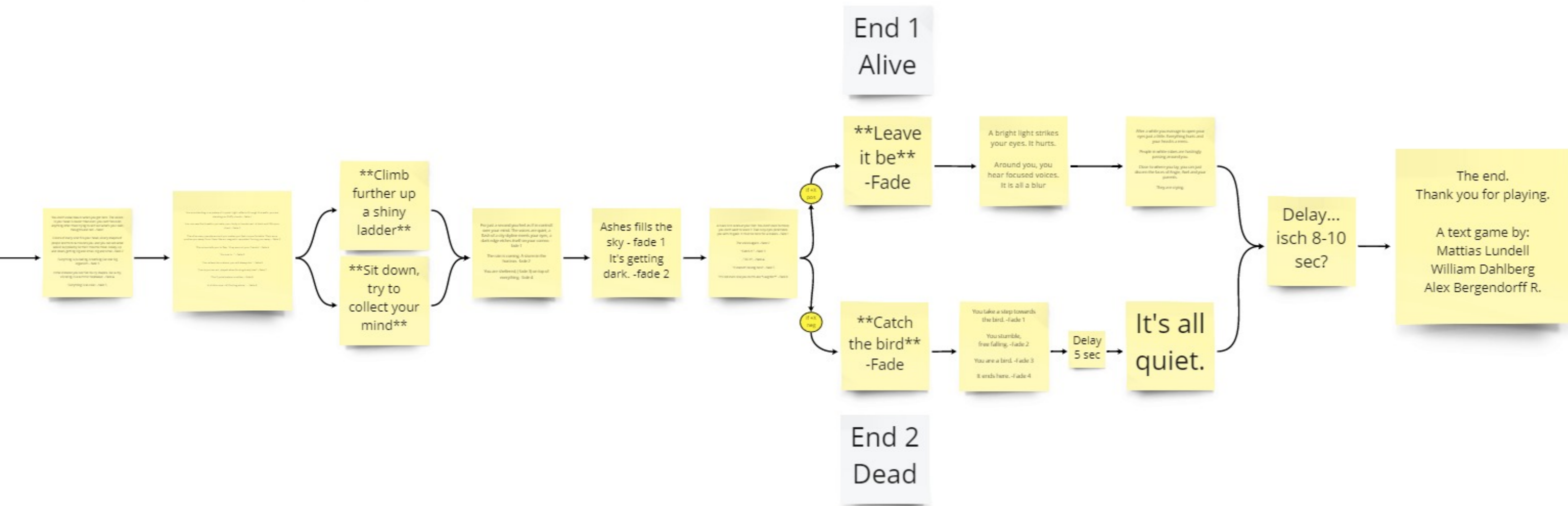
****Call Axel****
I have to know what Axel can tell me about yesterday.

****Call Angie****
Hm... I wonder what she wants?

****Call mom****
Ugh not in the mood to talk to mom but let's get it over with.



CLIMAX



End 1
Alive

End 2
Dead