

core game idea:

sorting through house of objects, trying to remember what sentimental value something holds

Mechanics

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- Possibility: non-sentimental objects scattered in as false leads
- two main portions:
 - identify sentimental value
 - decide what to do with it
 - discard
 - donate
 - give to someone else
 - keep

other mechanics:

- walk around & investigate objects in 3d space?
- menu w/ characters' information
 - updates when correctly guessing objects?
- click through options + profiles when object selected
 - hints??
- notes/family tree details update as you progress
 - could give anecdotally, or just add a few notes

Win/Loss Conditions

Is there a lose condition? What happens when you get it wrong?

- could just automatically let you know its wrong
- maybe have a set number of 'chances' per object
 - throw object out/discard when chances are up

Score based on:

- accuracy to expected answer
- alternatively, objects saved/recognized
 - some items could yield additional points when given to right people

Visuals

House model de-clutters as you remove each object (kept objects maybe appear somewhere slightly neater?)

For family tree notes - could portray as actual 'family tree', or could go more flashcard route. Maybe could switch between? 'Family tree' would need to be much more summarized.

Moodboard

