

A. Story

The personality of a person can be divided to 2 parts.

The persona - the good qualities you used before society

The shadow - the bad qualities you pushed deep inside

Because 'the self' only focus on 'the persona' while denying the existence of 'the shadow', 'the shadow' develop a resentment toward 'the self'. Feeling like they can't co-exist, 'the shadow' plan to destroy 'the persona', then 'the self'.

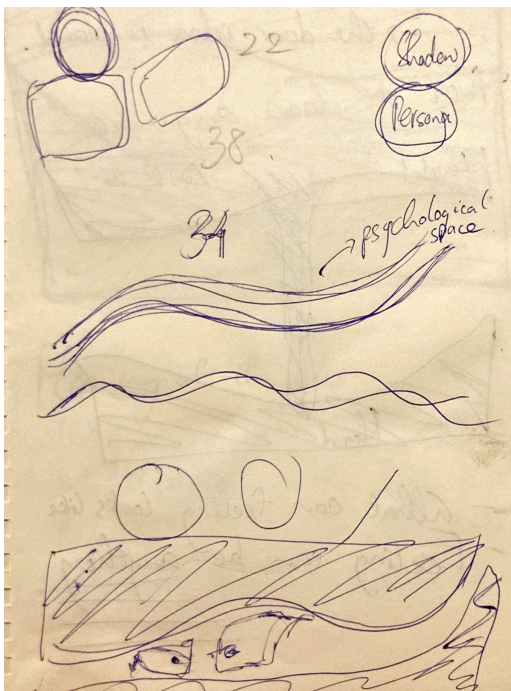
What I need to do:

- I need to effectively portrait that it is a psychological space
- I need to remember that feeling can look like anything
- I should have a hierarchy that make the game escalate
- I need to give meaning to the color changing mechanism

B. Think Linh think

What is the meaning of the background?

-> With pen and paper, sit down, be free and visualise 'psychological space' and 'feeling'



What is the meaning of the mechanism “swapping the color”?

-> Swapping is changing with limited option

Why color? But not something else?

-> Color can be used to indicate feeling

-> Read more

SO: Swapping color is like swapping feeling

Why change the color of the room?

There is no ‘room’ anymore. The ‘space’ is now known as ‘pieces of feeling’

What are the barriers gonna be?



I wonder a lot if want to use word. But symbol or color can be confusing for player. Because the meaning of the barrier can be quite abstract.

- Energy = orange
- Security = blue
- Optimism = yellow
- Acceptance = pink
- Passion = red

Player need to swap so that the color of the ‘piece of feeling’ can be the same with the color of this barrier. Because: same color -> ‘energy’ become less clear -> the shadow can cross this both

What do the character seek?

To have a sense of story and escalation, what the shadow seek will change based on the level

- Level 1: change color of the 'piece of feeling
- Level 2: cross the barrier
- Level 3: seek hatred
- Level 4: seek resentment
- Level 5: seek persona

C. Draft

