

# Grandma's Garden

## Narrative Revision Direction

I rewrite a more concrete story inspired by Melanie’s story of her Grandma’s garden to refine three pain point:

- 1. I’m going to add a Grandma character and setting to convey a memorable story
  - 2. There will be more dialogue of two timelines, with actions gradually revealing their true meaning
  - 3. The realization point happens based on behavior mapping found by the audience themselves.
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## Core Concept

A caregiver and her grandmother. The grandmother’s memory is frozen on the day she taught you how to care for the garden as a child. The protagonist appears to tend the garden, but every action actually corresponds to caring for her grandmother.

**Interaction → Narrative → Meaning Mapping**

| Interaction | Surface<br>(Garden)     | Narrative Bridge                                         | Underlying Meaning                                 |
|-------------|-------------------------|----------------------------------------------------------|----------------------------------------------------|
| Watering    | Watering flowers        | Grandma teaching gardening (past) ↔ caregiving (present) | Feeding / administering medicine / sustaining life |
| Weeding     | Removing invasive weeds | Disruptions in dialogue and memory                       | Managing symptoms / restoring temporary clarity    |

|                |                   |                                |                                                                  |
|----------------|-------------------|--------------------------------|------------------------------------------------------------------|
| <b>Pruning</b> | Trimming branches | Triggering fragmented memories | Relieving pain / releasing suppressed memories / revealing truth |
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## Opening

### **Voiceover (Grandma):**

My sweetest flower, get up, you sleepyhead. Today I'm going to teach you how to plant flowers.

(Player plants a seed — marking the beginning of a memory)

### **Voiceover (First-person):**

I never thought I would return to this garden.

But yesterday, I dreamed of my grandmother calling me from the garden— just like that afternoon years ago when she taught me how to plant flowers.

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## Chapter 1

### **Grandma (VO):**

Child, remember to water the flowers every day. They need you.

(Player waters flowers → flowers bloom)

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## Chapter 2

### **Grandma (VO):**

Child, remember to... (mumbling) what was I going to say?

(Weeds begin to grow wildly)

(Player removes weeds)

**Grandma (VO):**

Remember to water the flowers properly.

Oh, look at my poor memory. Am I too old? sometimes I feel so confused...*(laughs)*

(Player waters flowers → flowers bloom)

**Grandma (VO):**

I remember when you were little—only five—  
you loved chasing butterflies in the garden.

(Butterflies appear)

...and... I'm thirsty...

(Player continues watering)

That's why I planted so many flowers that attract butterflies.

They bring so many of them here.

(The garden fully blossoms, butterflies fill the space)

See how beautiful they are...

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## Chapter 3

(Weeds grow uncontrollably)

(Player removes weeds, but they quickly return)

**Grandma (VO):**

Who are you?

Why are you in my garden?

(Player waters flowers → flowers wither)

**Grandma (VO):**

I don't want to eat this bitter thing anymore! Are you trying to poison me?

(Player waters again → flowers continue to wither)

**Grandma (VO):**

You horrible stranger! I'll call Melanie to drive you away!

(Player tries pruning → no effect)

**Grandma (VO):**

Don't destroy my garden now! It's not ready!

Melanie! Melanie! Where are you?!

Come and stop this bad person!

(Weeds overgrow and fill the entire screen)

**Caregiver (VO):**

I thought I could hold on to this moment. But it doesn't stay.

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## Chapter 4

(The flowers are almost entirely dead. Strange winds sweep across the garden.)

**Grandma (VO):**

Did I fall asleep?

It feels like I've been gone for a very long time...

(Player removes weeds → they regrow instantly)

Why does this garden look like it's dying?

What have I done? ...something with water?

(Player waters flowers → no effect, spring up instantly die)

My body feels so heavy...

I feel like a tree...

All my leaves have fallen... my branches are so heavy...

Can you help me?

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(Player prunes → memory fragments are triggered)

- Faint audio of joyful conversations between grandmother and child in the garden
- Hospital equipment sounds and doctors speaking
- Conversations between an older Melanie and her grandmother

(The tree is fully pruned → memories dissipate)

**Grandma (VO):**

My child, why are you so old?

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## Chapter 5

(Return to caregiver perspective)

**Grandma (VO):**

Child... where are the remnants of my garden?

**Caregiver (VO):**

I'm here, Grandma.

I am your remnants.

(The entire garden disappears, leaving only one flower—the very first one they planted together, the one that attracts butterflies.)