

Player Experience

#	Sequence	Assets needed	notes
Tutorial			
1	The player stands in a dark room, seeing nothing.		
2	Disembodied voice plays to reveal the player's identity (death), and their goal of ushering souls.	Dialogue 1	Hypothesis: disposition will make player feel "distant or powerful"
3	A spotlight shoots down in front of the player to reveal a heart on a pedestal.	Sound of light shooting down. Or something to direct attention.	
4	Voice introduces the connection of grabbing the heart to dying and prompts the player to grab it. The player grabs it from the pedestal.	Dialogue 2a	Suspect not, but if disallowing crush when teaching grab and feel is important.
5	Voice says good job after grabbing, and prompts the player to carefully feel the heart (normal heartbeat). The player feels the normal heartbeat.	Dialogue 2b	
6	Spotlight shoots down again to reveal the next		

	pedestal containing a heart with increasing heartbeat.		
7	Voice prompts the player to go to put down the current heart and go to that new heart and grab it and feel the difference. (increasing heartbeat). The player grabs it, and feels the heart increasing.	Dialogue 2c	Voice makes note of the emotional tone an increasing heartbeat could be. (carefully have player ponder of the heart's emotion)
8	Spotlight shoots down again to reveal the last pedestal with a heart of decreasing heartbeat.		
9	Voice prompts the player to go to the last heart and feel the difference.	Dialogue 2d	
10	After feeling the last heart, voice introduces the method to usher their soul, crushing, and prompts player to choose a heart from normal increasing decreasing, holding heart with grabbing palm facing the player. The player chooses one heart to crush, they crush it.	Dialogue 2e	Voice makes it clear that a choice is involved in taking a life away. Makes it clear that there are people who are closer to

			death. It's a puzzle not a moral choice.
11	Transition to next scene. The voice says something like now you're ready.	Dialogue 2f	
12	Hospital beeping sound	Hospital beeping	
Hospital scene 1			
12	Voice introduces 1st "job", prompts the player to look around space, and tell them the goal to choose 1 person to grab, feel, crush.	Dialogue 3	The voice needs to remind me of the connection with the tutorial. Make it clear only 1 person is going, and there's a correct answer.
13	The player looks around the scene for people.		
14	The player tries grabbing heart from people, feel it, and ponder.	* The old man on the hospital bed has a " weak " " arrhythmia " heart. * The lady by the bed has a " steady " and " strong " heartbeat.	For the character on the bed: they are dying of natural causes. Steady heartbeats. But

			weaker. For character by the bed: they are sad and nervous of their loved one's death. Maybe faster or also steady, but definitely stronger.
15	The player chooses a heart after feeling the difference of haptic pattern. And crushes that heart.		
16	Scene fades to black. Voice commands this first job well done or oh no you crushed the wrong person's life.	Dialogue 4a/4b, continuing into Scene 2	If the player crushed the correct person, good job. If not, either raise philosophical, or make them guilty.
17	Heavy rain, car crash sound	Heavy rain, car crash sound	
Scene 2			
	Companion appears		
	Companion monologues about endings.	Dialogue 5	

	Transition to road scene.		Road scene has a large branch on a rainy street, it is clear that there has been an accident. -> death is often unexpected.
	Player explores the scene: there are three people, one by the road, one being hit by the car, and one driver in the car.	* The driver has a "weak" "decreasing" "Arithmetic" heartbeat. * The one being hit has an "arrhythmic" "strong" heart. * The witness has a "strong" and "increasing" heart.	The one who is the driver is the one who is dying.
	Player crushes a heart, and then the scene fades to black	Dialogue 6abc/ ab	
Scene 3 (final scene)			
	Companion monologues about Death	Dialogue 7 abc	
	Transition to Hospital Scene 2		
	Player crushes Companion's heart, the pattern lingers for longer than the previous ones.		
	Feeling hand slowly fades away	Dialogue 8	
	(Player walks back towards door at entrance? Or it just fades to black?)		END

Heart itself

1. Before holding it: visual and audio when near enough
2. While holding: different heartbeat patterns (strong/weak + steady/increasing/decreasing/arrhythmic)
3. While crushing: as crushing longer, pattern intensity increases, along with visual and audio feedback of crush progress.
4. After crushed: residual feedback of lingering