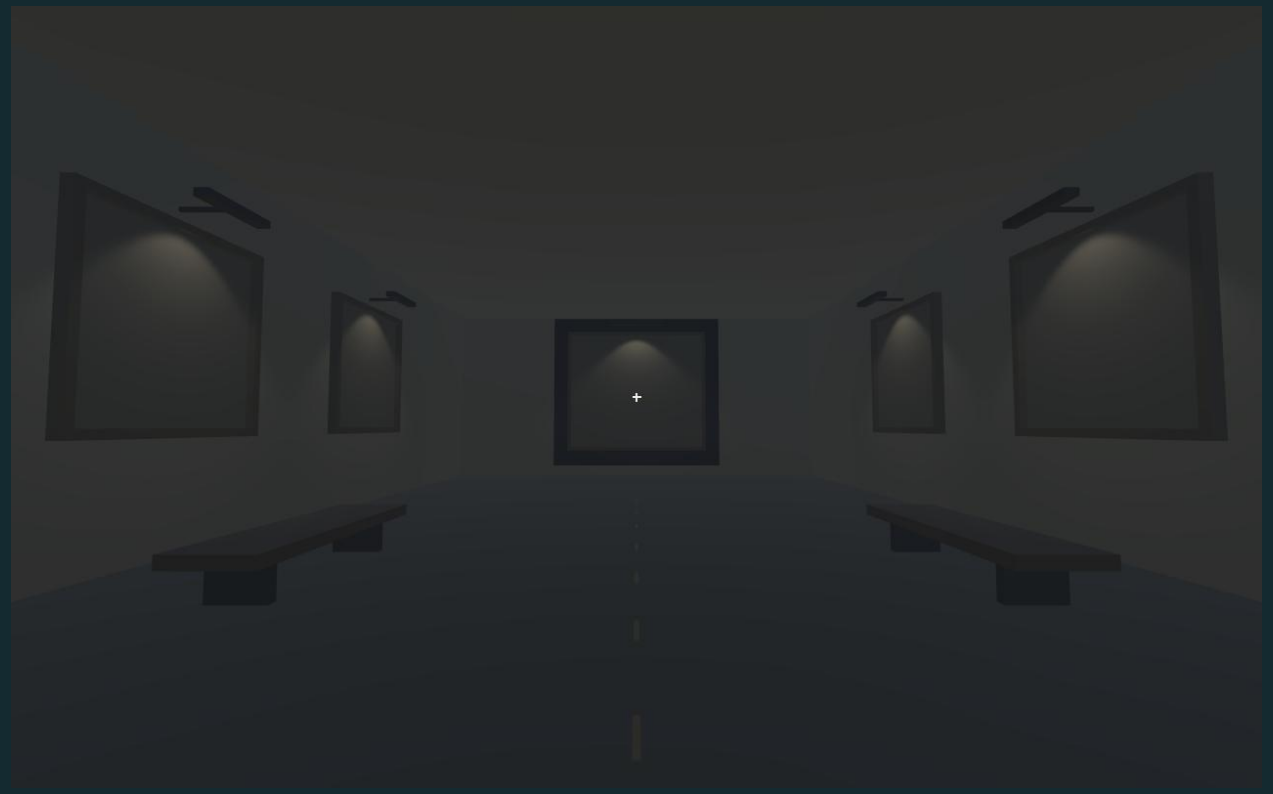
CANVAS OF THE PAST



Elevator Pitch

You play as a museum visitor who gets pulled into a damaged painting. Inside, you move through painted rooms and solve puzzles using light, shadows and your viewpoint. Completing an image repairs part of the painting and reveals one of the artist's memories. As you learn more, you have to decide what to do with the truth you find.

GENRE

First-person narrative puzzle

PLAYER ROLE

A museum visitor

MAIN ACTIVITY

Explore rooms and complete images

WHAT MAKES IT DIFFERENT?

The images you repair tell the story

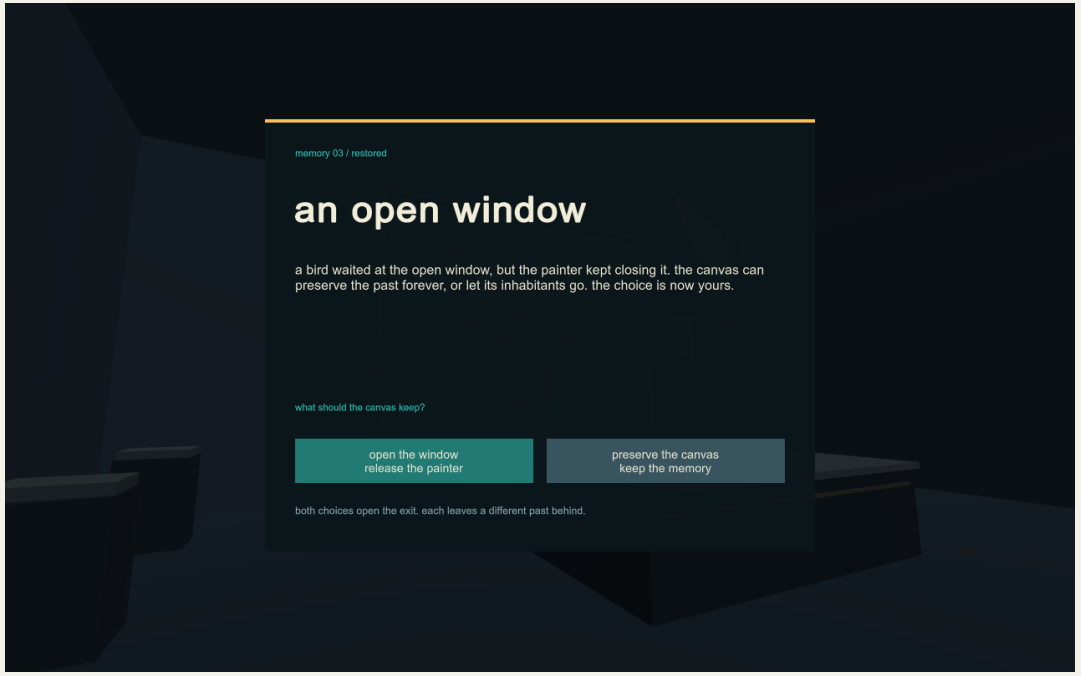
Design Intention

What I’m aiming for

I want the player to feel that they are getting to know someone through their paintings. Each repaired image should help them understand a little more.

How I want it to feel

The player starts out curious. As the story becomes clearer, I want them to feel sad for the artist and care about the final choice.



Game Design Pillars

01

A world shaped by the artist

Damaged rooms and peeling paint reflect the artist’s memories and state of mind.

02

Look from another angle

Changing the light or your viewpoint helps you see shapes and paths that were hidden before.

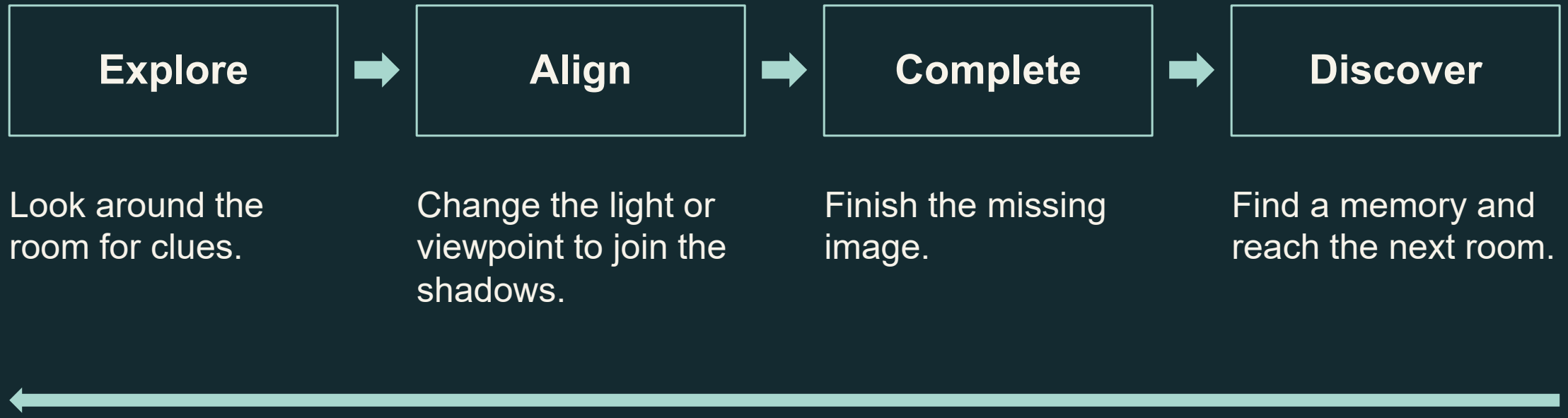
03

Repairing reveals the story

Completing a puzzle restores an image and reveals a memory connected to it.

Core Game Loop + Player Experience

Solve an image, find a memory, then move to the next room.



I want each puzzle to feel like a small discovery.

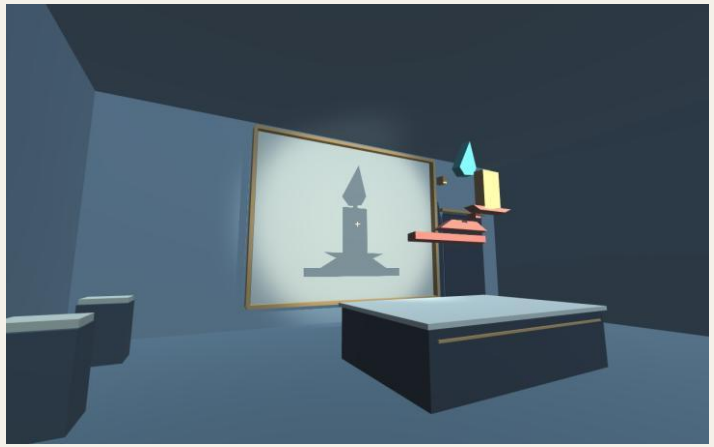
The Game in Action

SHADOW PUZZLES FROM THE PROTOTYPE



01 The house

Line up the pieces so their shadows form a house.



02 The candle

A different arrangement creates a candle shape.



03 The bird

Another puzzle uses the silhouette of a bird.

The Game in Action

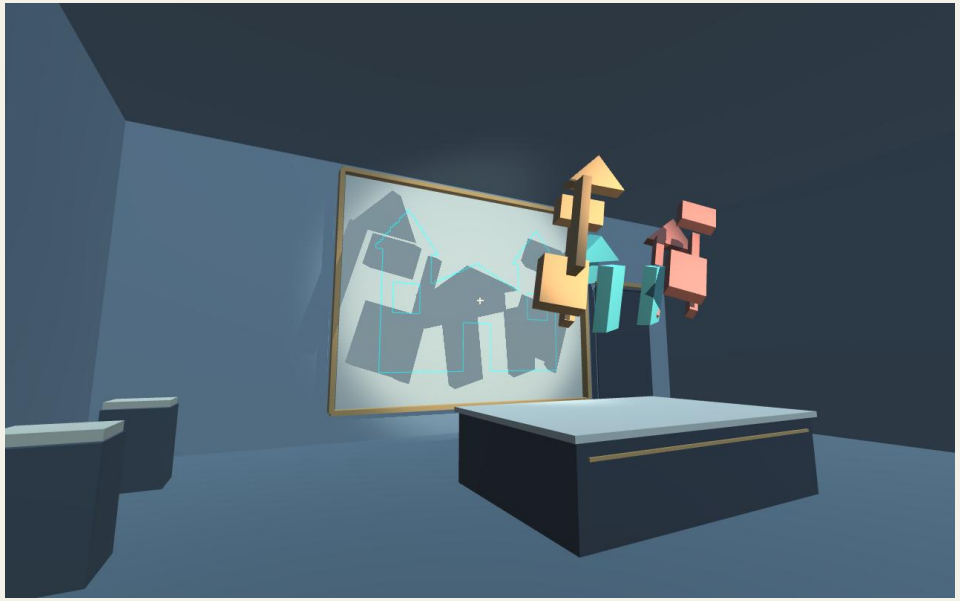
The visitor and the gallery

The game starts in a quiet museum gallery. The player is an ordinary visitor, so this space should feel familiar and realistic.



The artist and the painting

Inside the painting, the rooms are damaged and the boundaries are less clear. Brush marks and unfinished images show parts of the artist's memories.



Why Should We Make This Game?

For players who enjoy visual puzzles and stories told through the environment.

Each restored image reveals a memory and moves the story forward.
Solving a puzzle should feel satisfying and help the player understand the artist.

At the end, the player chooses:
1. Let the artist leave the painting.
2. Let the artist stay in the memory they have helped restore.

The visitor returns to the gallery in either ending.