

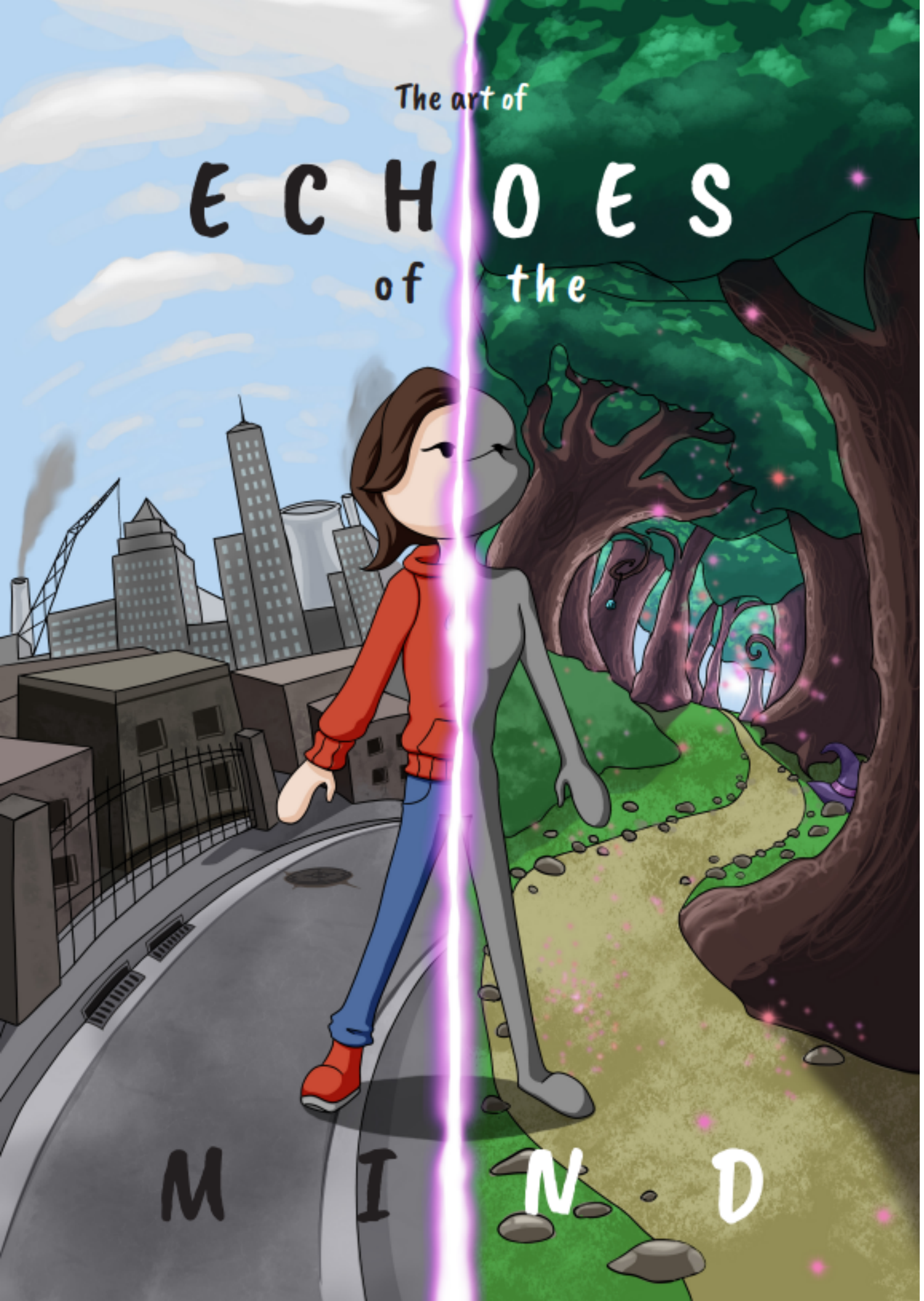
"Ecoes of the Mind" is a game inspired by a personal experience of the author. It tells a tale about a girl who lost her memory and now confuses the reality with her fantasies. She explores the world of her fantasies, meeting her lost friends and family along the way and tries to get back to the life she had before. The game is made to show one sole experience and to entertain the player. It is a university project.

Universitat de Barcelona
Facultat de Belles Arts
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The art of

ECHOS

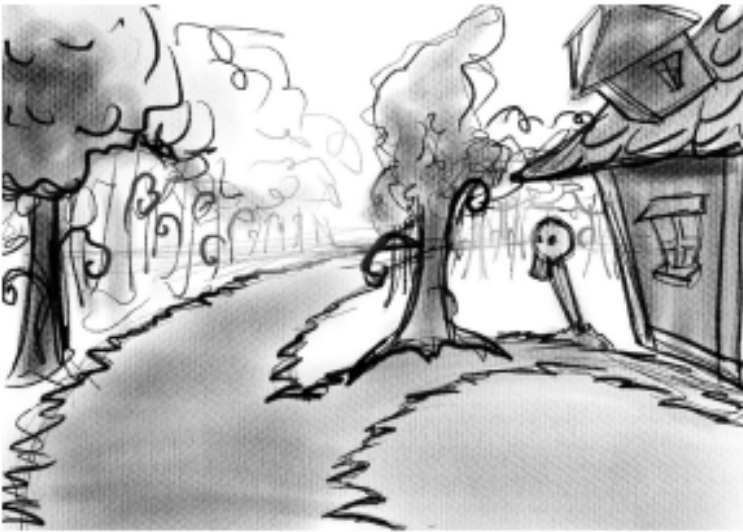
of the



MIND

To Be Continued...

Echoes of the Mind



Scene 1:
A path to Griselda's hut

Scene 2:
Sir Lancelittle by his
camp



Scene 3 (made by AI Luma*):
Opening scene of the protagonist waking up from a nightmare and meeting her mother.



*the usage of AI in the making process is solely for experimental purposes and as a tool, not as a creative mind.

Scenes

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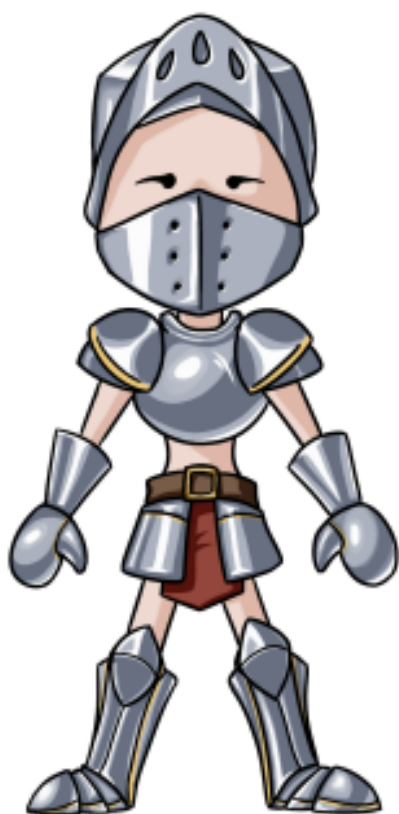
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Characters

Sir Lancelittle the Seventh

Knight

A mighty knight that lost his white horse. He is short, but powerful. He has a lot of attitude, but little knowledge of life. His attention span is short, he is quickly distracted. He has a very simple view of life and does not like to think too much about the future. He is pretty clumsy and forgetting.



Griselda

Witch

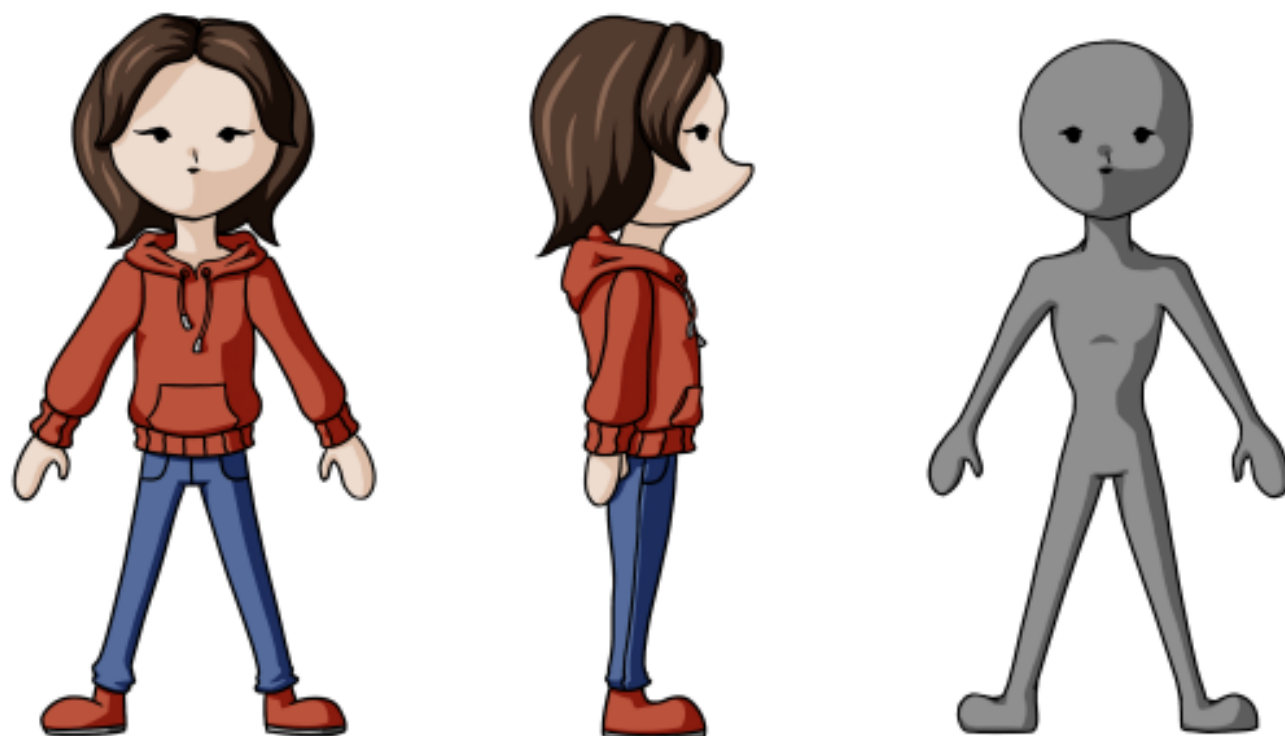
An ancient witch of Scandinavian origins, living in the forest since the beginning. She is a strong, mysterious and unkind character. She lives deep in the forest in her hut. She speaks with disgust, wears gloves and has a lot to say about others. She is very critical with a lot of pride but if she likes you, she can help (only a little).



Main Character

Human

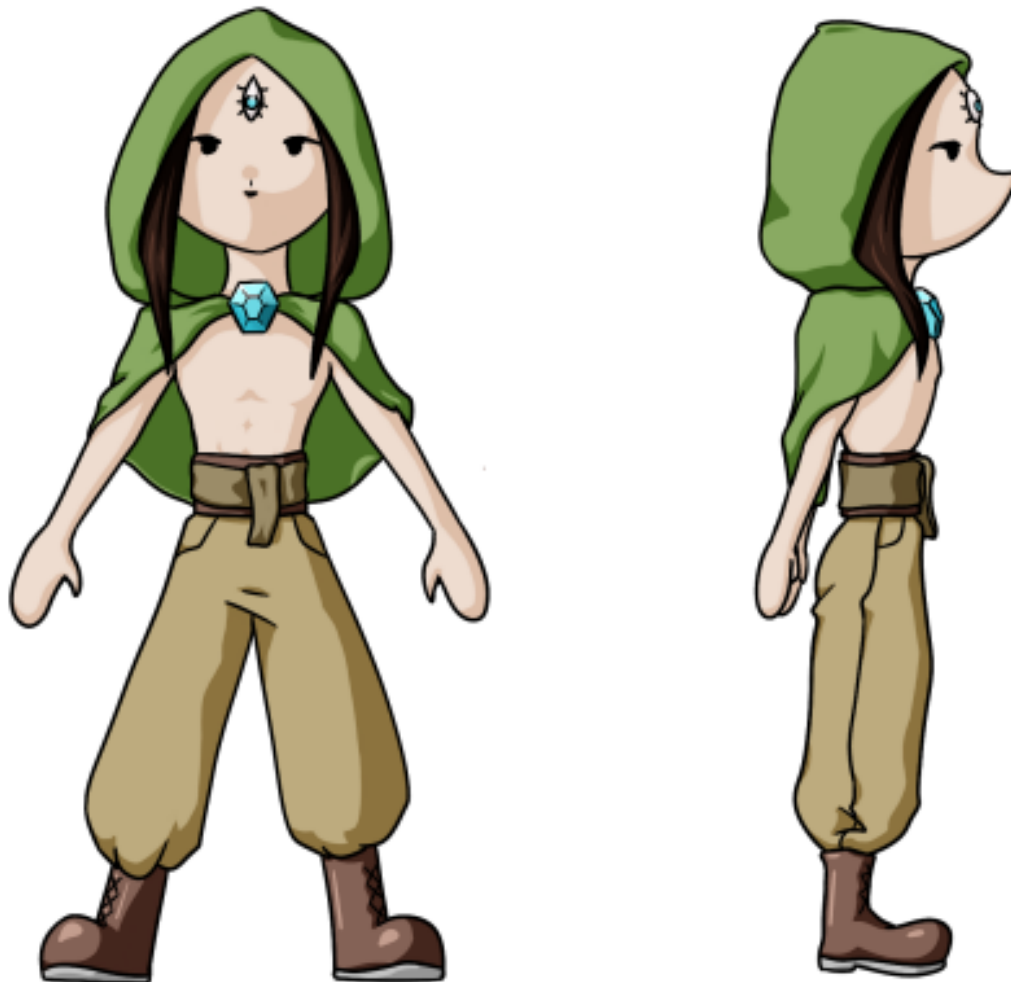
A simple teenage girl based on the author. She lives an ordinary life with her parents, although she had a rather traumatic childhood. She narrates the game, her thoughts, and her reaction to various situations. She appears in the mirror only at the beginning and the end of the game. In the first cutscene of the game, when looking in the mirror, she sees that she is just a grey body. In the final cutscene of the game, she will appear with her face, clothes, in color, and with all the details missing.



Getafix

Druid

The protector of the forest and the protagonist's traveling companion. He is a druid and a loner, although his forest is his kingdom. He is wise and fair, with something to teach or explain. He is very patient and kind, always helping the protagonist. The third eye helps him to see right through the obstacles or evilness.



River

Fairy

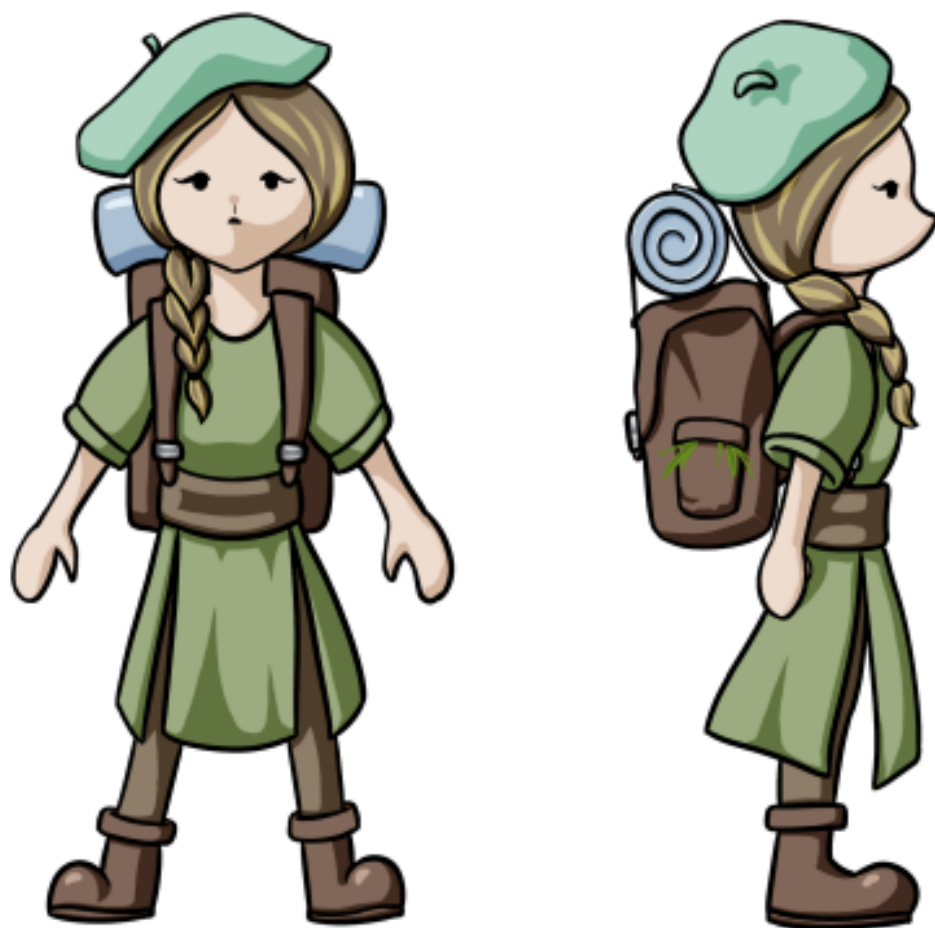
A forest fairy and a good friend of Getafix. She is a genderless creature, small in size and wearing natural, handmade clothing. A curious and kind character, but with their opinions and light criticism. They have no filters when talking and likes to bring up any subject. They are intense, fast, but sets their limits well.



Ayra

Human merchant

A traveling merchant. She has lots of valuable goods and low prices! She is a very friendly and talkative character. She has traveled a lot and has seen too much, but she does not lose her optimism, although she is clearly traumatized and anxious. She sells necessary things to main character that help out throughout the game.



Mokosh

Snow queen

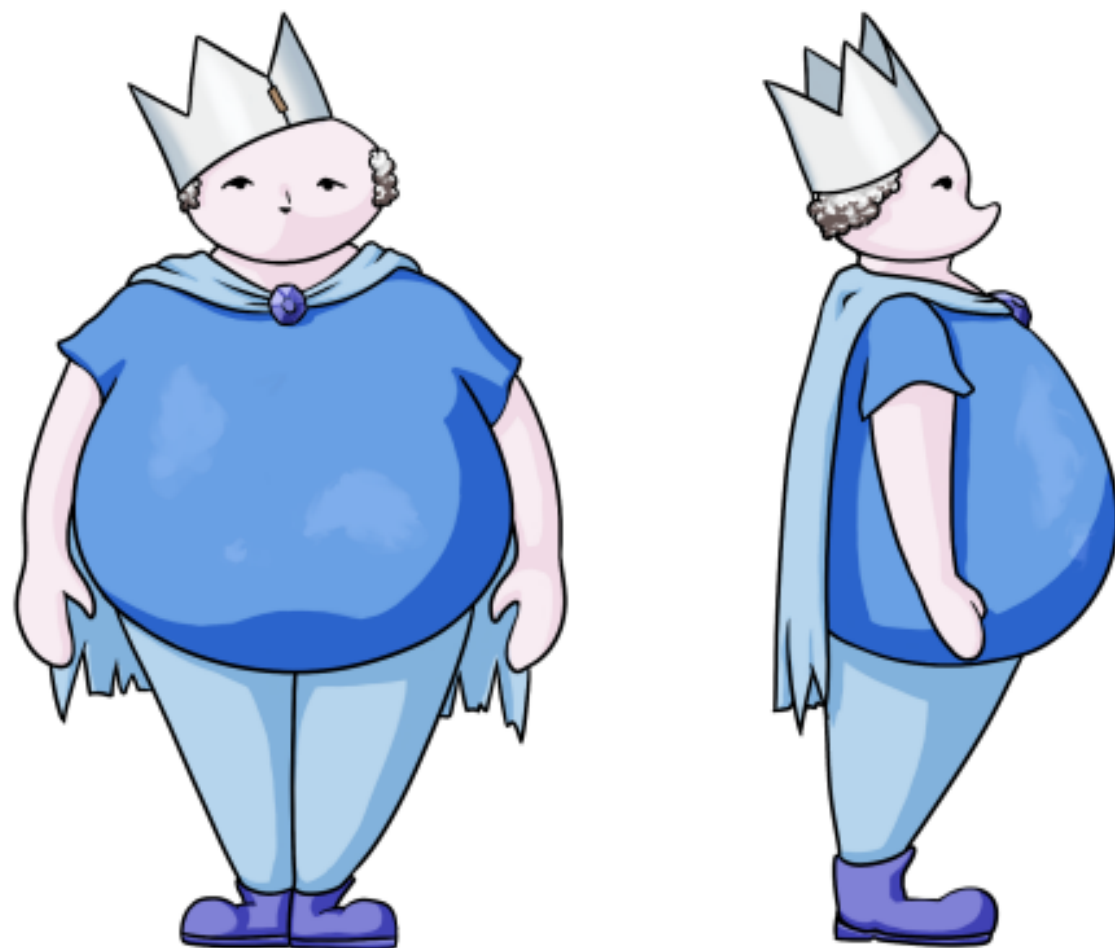
The former queen of the snowy kingdom in the fantasy world and the main character's mother in the real world. She is a strict, strong, reasonable character. She has no mercy for those she doesn't like. Along with her kingdom, she lost her snow powers and settled in a small cabin. Her ordinary appearance is revealed at the end of the game.



Koschei

Snow king

The former king of the snowy kingdom. His recklessness was the reason the kingdom has fallen. He is dressed in an old t-shirt and pants. He wears the crown on his head made of paper. He is a fearful, insecure and weak character. He is intense and dishonest, gaslighting those around him. He has a history with Victoriana.



Victoriana

Fairy

An evil fairy. She was the catalyst for the kingdom's downfall, luring the Koschei into her trap and leaving him with nothing. She is a clever character with evil intentions. She is hypocritical and two-faced, mainly using her appearance to lure unsuspecting victims to her traps. She constantly preoccupies about her looks.

