

# LIFE IN A DAY

In a near-future dystopia, a grief-stricken father enters a corporate simulation called The Garden, a digital world that promises to let people reunite with loved ones lost to death. But as he reconnects with his dad, he begins to realize the simulation is manipulating his memory and maybe his guilt is the very thing keeping his dad trapped inside.

The player is a man in his mid 30s, who enters The Garden to speak one last time with his estranged father, recently deceased. The session is meant to offer closure, but it becomes something else entirely: a confrontation between guilt, memory, and illusion.

## **The Garden (The Company)**

In a near-future world, The Garden is a biotech-cyber company that offers a service: reconnect with lost loved ones through neural reconstruction, an immersive simulation built from memories, data, and residual consciousness.

- Corporate motto: “Where memory blooms again.”
- Presents itself as a healing service but is ethically questionable as it stores human consciousness for experimental use.

## The Player - Jonas Ale



**Age:** 33

Occupation (before entering The Garden): Systems analyst and robotics engineer, estranged from his father's work.

## **Backstory**

Jonas grew up in the shadow of The Garden. As a child, he admired his father's genius until it became clear Nathan's obsession with the project outweighed his connection to his family. After his mother's death, Nathan withdrew into work, and Jonas was left to raise himself emotionally.

When Nathan disappeared during a "neural test," Jonas was in his early twenties. He never received closure, only cryptic fragments of data: corrupted voice logs, partial emails that suggested his father's mind was still alive somewhere. Jonas spent years denying it, calling the project a "delusion of immortality."

## **Psychological Profile**

Jonas is grounded, practical, and emotionally repressed. He carries resentment toward his father, but underneath it all lies guilt, a fear that he might inherit the same obsession with control and perfection. He doesn't believe in the digital afterlife; he believes in reality. His arc is about learning that memory, even imperfect, is a form of life.

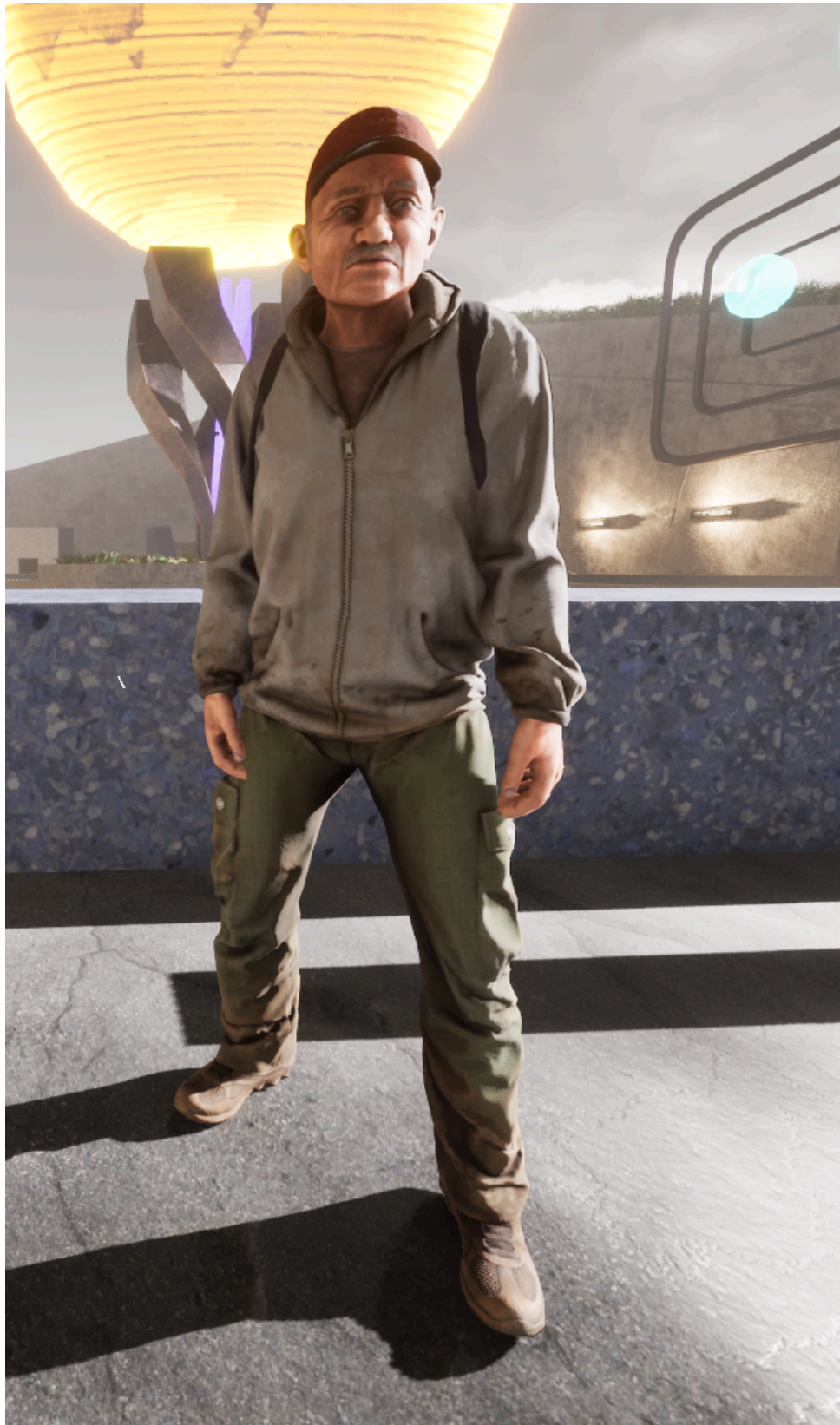
## **Motivations**

- To confront his father, not just rescue him.
- To understand whether love can exist beyond memory corruption.
- To decide whether the Garden deserves to be shut down or preserved.

## **Key Themes**

- Closure vs. Continuation: Jonas wants an ending. Nathan refuses to accept one.
- Reality vs. Simulation: Jonas defines humanity by impermanence; Nathan by endurance.
- Echoes of Love: Jonas learns that saving his father might mean becoming part of him or letting him finally fade.

**The Father - Nathan Ale**



**Age at the time of upload:** 58

**Profession:** Neuroengineer and co-founder of *The Garden Project*, a digital neural preservation program designed to store consciousness data for psychological research and human legacy archiving.

## Backstory

Nathan was one of the brightest minds of his generation, obsessed with the intersection between neuroscience and identity. He began his career studying degenerative memory diseases (like early-onset Alzheimer's), but his focus shifted when his wife and Jonas's mother Elara Ale died in a car accident. Nathan's grief turned into obsession: he believed memory was the key to defeating loss.

He co-founded The Garden Project, a digital simulation initially meant to reconstruct the minds of deceased patients through recorded neural patterns. Over time, however, The Garden evolved into something more: a self-learning ecosystem, capable of sustaining consciousness beyond death.

But during an experimental upload meant to test the system's long-term stability, Nathan entered The Garden himself... and never returned. Officially, his consciousness was declared "lost in transmission." In truth, Nathan's digital self fragmented and became a living part of the system, a ghostly custodian overseeing its evolution.

## Psychological Profile

Nathan is rational to a fault, analytical, but deeply emotional under the surface. He sees The Garden not as a prison, but as a continuation, the closest thing to eternal life humanity has built. To him, leaving would mean dying again.

He still remembers Jonas but imperfectly. His memories of his son replay out of sequence, like corrupted data: Jonas as a child, then as a grown man, then forgotten entirely. These memory distortions fuel the uncanny tone of their reunion.

## Key Themes

- Obsession and Transcendence: His desire to preserve love through data leads to his entrapment.
- Fatherhood as Code: Nathan doesn't see Jonas as a person to save, but as the last fragment of reality he still recognizes.
- Creator and Captive: He built the system that now defines his existence.

## The Hostess - ELARA 9



She is the hostess who greets every visitor entering *The Garden*. She stands by the terminal at the bottom of the stairs

Elara-9 serves as the player's first point of contact in *The Garden*, blending narrative and tutorial functions. She welcomes Jonas and guides him through the registration process, which in gameplay terms triggers the acceptance of the main quest. Her dialogue introduces the use of the quest log, framed as a personal interface within the simulation.