



UNDERSTAND THE **WORLD** OF YOUR GAME

- What **GENRE** is your game set in?
- **WHEN** will the story take place?
- **WHERE** will the story take place?
- **WHO** might the **PLAYER CHARACTERS** be?



NEVERMORE



NEVERMORE

At the edge of the city stands Nevermore, an orphanage for abandoned children. Here, the children grow up together, bound by mischief, loyalty, and a fragile dream that one day they might escape - or even find a family to call their own.

Most have never set foot beyond the orphanage walls, or can no longer remember what life was like before they were brought here. However, all that changes when a wealthy investor arrives, offering them a chance of freedom. But only a chosen few will be able to leave, and his sudden arrival stirs many questions.

