

Lore Items

The player character have different items which are contextualised through their self-image and world view. Written below are two such items - the full-length mirror in their bedroom and an unsolved Rubik's cube.

In the corner of your bedroom stand a mirror, just shy of your own height. Steeped in shadow, you would likely miss it if you didn't know it was there. The wooden frame allows you to pivot it slightly, yet it stands flat and untampered with. The top of the frame obscures your eyes, naturally leading them to the chipped off colour from years of wear and tear.

Slotted into the frame's margins sit some photos of you from just a few years ago, as happy as a child can be - some seem to be from family outings, others from big milestones like your first lost tooth and your first day at school. Sticky notes clutter the mirror edges too, with enough reminders and words of encouragement to sound like reprimands. Behind the clutter, the mirror itself is dusty and although it doesn't obscure your body, it is trying its best to. Despite your best efforts, you still see yourself.

**Bedroom
Mirror**

In your desk drawer sit a Rubik's cube, hidden under old report cards and drawings, covered in a thin layer of dust. The colours are faded, with some stickers peeling back slightly. The toy is unsolved, revealing a mosaic of failure and frustration.

The cube is partially rotated on one axis, not properly clicked into place. The edges of the cube are chipped and dented from constant droppings and frustrated throws, with the exposed interlocking extensions showing wear, as if tugged and pulled apart from its core. It feels impossible to solve, as if the cube doesn't want to be right.

The cube is not meant to sit in the drawer. It feels unnatural for it to lay there, but it's best left hidden from view for now.

**Unsolved
Rubik's Cube**