Protagonist is a foreigner who looks like a Singaporean/local - so that he/she won't be helped by the native Singaporeans (they will think the character knows what they are doing)--not per se "not helping" but probably they will help him but rather reluctantly? (thinking he's a Singaporean).

Options for the character's origin:

1. Adopted by a family in another country, recently discovered his/her Singaporean heritage. His/her goal is to visit Singapore, assimilate into the culture, and become a "true" Singaporean by immersing themselves in Singaporean life and having the quintessential Singaporean experience. Perhaps it could start out with the aim being to find one's real parents, but in the end, the character just finds a sense of belonging in Singapore and no longer needs to search for his parents. The sense of pride at the end would contrast nicely with the humor/parody throughout the game. (SECRET ENDING: After completing all the badges by going through the games a number of times, it is revealed that the nagging auntie is actually his MOTHER.)

2. The main character's Singaporean father recently died (the mother is not Singaporean), and the character takes a trip to Singapore in order to honor his memory, and follows father's diary/journal. This character's goal would be to see/experience/obtain the things that were in the father's journal.

3. The main character is a tour book writer who looks as if he could be Singaporean, but is not. He has decided to write a tour book on Singapore, and must experience local customs, activities, places, and things in order to write it.

4. The main character is an expat who has married a Singapore wife. Normally, he goes to work in a typical white-collar job, while his wife does all the shopping, cooking etc. One day, his wife has something else to do (sick, meeting with friends, etc.) and demands that the protagonist complete a set list of chores, such as buying kaya toast, getting an ez-link card etc. The poor guy, of course, has no idea what to do, since he's only been to work and back, so he sets out to explore the surrounding heartlands. Since he's not familiar, he would be accompanied by his mother-in-law (i.e. nagging auntie!)

5. A Singaporean who has been away for a long time, due to work commitments, comes back to Singapore after he gets fired. Penniless and jobless after he drops his wallet somewhere in the airport, he has to somehow find his way back to his parents' home (and maybe scrounge up a meal along the way). Perhaps he could beg for money (illegal in Singapore)=> [pretends to be a monk maybe]. or an ez-link card to take a bus back, or curry favor with a local who owns a car. Perhaps he could gather up some loose change, or borrow a cell phone to call his parents (but will he be able to recall their number?)

6. A foreigner who works for a foreign firm (Lucasfilm, maybe? Ubinsoft...) has his car suddenly break down on the way to work. He's never really interacted with the locals before, and he somehow has to find a way to get to work on time. He might have to learn to speak the local

language (i.e. Singlish) to ask for directions, or find out how to take a bus, or maybe discover the existence of the MRT. Maybe he doesn't even have any cash on him (all he has are credit cards, and he dines for free at the awesome company cafeteria) and needs to gather money for bus/MRT fare.

7. A foreign exchange student who is taking a semester in Singapore. The game would begin with a simple scene of showing their plane flying to Singapore from their homeland (shown in Indiana-Jones fashion), after the player properly locates Singapore on a map. Perhaps they are studying at Auntie's Cleaning School, where the lessons are are taught in a Mr. Miyagi fashion- wacky, random lessons that don't seem to make sense- leading to the random, procedurally- generated puzzles.

Possible Character Names (funny puns and such):
- Laksa Man
- Nagging Auntie (A MUST)
    ● Auntie Oei
- Maggie M.
- Tiger Balm/ Beer
- Chee Ko Pek
- Vearrman
- Goondu Guy
- Meesiam Mayhem

Possible ideas about main char:
- We can choose to be male or female
-May limit to male only, due to the difficulty of causing NPCs to react differently to different genders
- Can't see main character- 1st person perspective (if game is in 3D or psuedo 3D), allowing player to inhabit character
-This could also work in 2D, IF there's a good reason for it (imagine Symon without seeing Symon's image)