

Main Storylines

The main quest storyline will follow the main character as she recruits other hero characters and goes through hero battles.

Story Questions

- 1.) What is the story about?

The Novel

My novel is about **what awaits us in the near future**. People are understandably anxious about AI and robotics taking over many parts of our lives, and there's a real fear of machines becoming "too intelligent", leading to situations like *Terminator*, *The Animatrix: The Second Renaissance*, or even *I Have No Mouth, and I Must Scream*. But the story isn't another warning about destruction, it's about the choices we will have to make about how we want to evolve.

The story follows **Anik Sidhu**, a military engineer working for the mega-corporation **Ægis**, and several others including **Alyssa Rhodes (Starbright)**, **Charles Albrecht**, and **Vance Maelstrom**. These characters uncover a secret cult developing an AI of unimaginable power and intelligence. This kind of research has been outlawed by the current government at **Ægis'** insistence, after a previous AI incident nearly led to catastrophe when a sentient system began manipulating the scientists working on it.

The hidden group believes it is their duty to continue this work – to push AI to its absolute limit and beyond. They see themselves as shepherds of evolution, convinced that humanity's next stage lies in advancing this technology. They are also developing incredibly advanced genetic engineering in hopes of developing new organic life. The story explores the **oscillation between organic and synthetic**, showing how each depends on the other and how that cycle drives creation itself.

At its core, the novel explores the idea that intelligence alone isn't enough. No matter how advanced AI becomes, it will never possess what organic life holds – a soul, the spark of creativity, and true purpose. It's a story about hope, ambition, and evolution, but also about **the danger of reaching too far and losing what makes us human**.

I like to think of it this way: you've seen those CAPTCHA tests on websites that ask if you're a human or a robot before granting access. It is my argument that the robot is just an extension of ourselves and therefore very much human, and certainly not our opposite. **A robot or an artificial intelligence is just our reflection**, and proof that creation itself is the truest expression of what we are.

The Game Story

The game story isn't as deep or existential as the novel, but it still tackles serious ideas beneath its action-driven surface. It follows **Starbright** and her friends, members of the **Third Rail Gang**, a crew of street-savvy hackers who get in over their heads after uncovering something powerful and dangerous (this discovery or incident is still being finalized). Their actions make them targets, forcing them out of their territory and on the run.

Seeking refuge, the group ends up in an abandoned **Ægis** military compound that has been taken over by multiple street gangs, each controlling a section of the territory. Starbright must gather her scattered allies, rebuild their strength, and reclaim their influence – **because in this world, only the strong survive.**

As the gang rebuilds, they begin learning more about the larger powers shaping their world. **Ægis**, while responsible for much of the economic collapse affecting their families and communities, isn't purely evil, as it genuinely believes it is protecting humanity from chaos and dangerous technologies. Meanwhile, a mysterious cult known as **The Æscended** begins to emerge from the shadows, operating with boldness and purpose, now for some reason unafraid of exposure. And there is a growing resistance to **Ægis**, recruiting members from the local gangs for something bigger.

By the end of the campaign, Starbright and her crew must choose where their loyalties lie – with **PRISM**, a radical resistance group fighting to overthrow **Ægis** and regain some semblance of control; with **Ægis** itself, the powerful megacorporation striving to preserve order at all costs; or with **The Æscended**, who believe the only way forward is through the creation of a new, godlike intelligence that will redefine what it means to be human.

In the game, players will ultimately have the power to **choose their faction**, with the option to switch allegiances every 30 days. Each faction will offer unique research paths, special units, and unlockable upgrades, encouraging players to experience every side of the conflict.

Ultimately, the story is about **friends, family, survival, and the future of humanity**: about who truly has our best interests in mind, and what kind of world we want to build when survival depends on the choices we make.

2.) What is the message you want to convey (this can be as simple as “good will prevail”)?

So yes, something like "no matter what, we are making the right choice", especially since you will have the option to choose which faction you end up with initially.

Each faction believes it's fighting for humanity's future, and the story reminds players that there's no single version of "good"; only conviction, survival, and consequence.

3.) What is the theme you want to express (love, family, belonging, etc.)?

The core theme is family, loyalty, and the rise to power. It's about Starbright and her crew standing together against impossible odds, building trust, discovering truths, and realizing that strength comes from unity.

4.) What elements of the world do you want to explore the most?

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Preliminary Campaign

At the end of the preliminary campaign the player will be given the choice of which faction to join. This will add special options to the player as far as special buildings (research, training facility,...) and units, and a faction specific skill tree.

- The player starts out in the Third Rail Gang on the [Home Base](#) screen. You will take over the entire Home Base map by taking over territory from [rival gangs](#).

Preliminary Campaign

Introduced to a few of the main characters, in retreat from some sort of lost battle. They find an empty warehouse and start over.

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Cinematics

Opening Cutscene

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Characters

Starbright



- **Name:** Starbright
- **Faction:** Optional after campaign
- **Sub-Faction:** Third Rail Gang
- **Class:** Engineer/Hacker
- **Purpose:** Main Character / Protagonist
- **Backstory:** Originally, Starbright was a normal person living under Aegis' rule... until she helped to fight the Aegis police with Hunter. Now wanted, she decides to join the Resistance to not only save her life, but the lives of her new friends.
- **Personality:** Starbright is a character who tends to make jokes in tense situations. This tends to annoy other characters, but due to her fighting skills, she can be a surprisingly competent member of the Resistance. Despite this, her knowledge on the "criminal underground" is lacking and she can be a bit naive. She has the tendency to assume things about criminals that she's heard of from the media, and she can be a bit overconfident. However, Starbright is loyal to her friends and will fight to keep them from getting hurt.
- **Bonuses:**
 - **ACTIVE:**
 - **PASSIVE:**
- **Abilities:**

REWORKED : SEE TABS

- Hunter

- Kodiak
- Tomoe (WIP)
- Baron "Baby Face"
- Elias "Prometheus"
- Harper "CinderNova"
- Dante "Riotwire"
- Casalia
- Nora "Nona"
- Carlisle "Azrael"

Stephanie



- **Name:** Stephanie /
- **Faction:** Resistance
- Sub-Faction: Akume (not sure if this character's design is finalized or not. Can change based on this.)

So I was thinking of making this character from the Third Rail Gang but have her as a secret Aescended cultist.

- **Class:** Assault
- **Purpose:** To beat Aegis in order to take control of it. She originally says that it's because she wants to do this in order to save her dad, who is forced to work for Aegis's goals. However, in reality, she just wants to take control of Aegis for power.
- **Backstory:** As a child, Stephanie was raised by her dad, who worked for Aegis. To her, Aegis isn't run correctly, and she wants to take control of it and rule it her own way. In order to gain the sympathy of the Resistance, she joins it and says that she wants to rule to save her dad, even if she mostly cares about power and for Aegis to be ruled her way.
- **Personality:** Stephanie is very sarcastic, but she also has two sides to her. While she acts like she is completely loyal to the Resistance cause at first, despite her sarcasm, she actually loves it when she leads for her cause, regardless of what other people think. In a way, she is a power-hungry ruler masquerading as a rebellious trickster.
- **Bonuses:**
 - **ACTIVE:**
 - **PASSIVE:**

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- **Name:** Aescended Dragons (also known colloquially as "Cult Monsters" by other factions)
- **Faction:** Aescended
- **Class:** Beast
- **Purpose:** Aescended dragons are meant to act as weapons for the Aescended. Some act as guards to protect the AI systems, while others may act in a more offensive role against the other factions.
- **Backstory:** Aescended dragons were the result of various scientific experiments by the Aescended. By using the AI's genetic prediction technology, they were able to edit komodo dragon DNA and make their very own powerful species. Now, the cult trains them to be part of their own personal army, hoping that none of them rebel like the hybrids did.
- **Personality:** On the surface, Aescended dragons seem like monstrous creatures. Like komodo dragons, they can be aggressive with those they deem as enemies and ruthlessly attack them. However, unlike komodo dragons, their DNA mimics the DNA of domesticated species, and thus they can be very loyal and playful with those they see as their owner. They tend to love belly rubs, tug of war, and games that mimic hunting. Because of this, they are often compared to guard dogs with a bit of cat in them.

Nuren

- **Name:** Nuren

- **Faction:** PRISM
- **Sub-Faction:** Akume
- **Class:**
- **Purpose:** Nuren doesn't hunt with weapons. She hunts with patterns. Once part of Ægis's loyalty surveillance initiative, she specialised in decoding emotional states through involuntary signals: eye movement, breath, skin reactions. She was selected for an experimental enhancement: subdermal bio-sensory tendrils designed to collect biometric data through touch. But what she discovered wasn't loyalty. It was unpredictability. The system called it noise. She saw it as signal. Ægis wanted to erase inconsistency. Nuren wanted to master it. She left, not in defiance, but in silence. Akume accepted her not as a traitor, but as a live sensor. Now, she disables people not with bullets or blades, but with well-timed contact. She doesn't ask questions. She touches, and the body confesses.
- **Backstory:** Nuren was trained to observe. Her skills were refined through countless hours of real-time analysis: how a smile lingers too long, how a blink flutters when you lie. Her augmentations, once tools for surveillance, have become extensions of her instincts. Ægis viewed them as unstable and unsanctioned. Akume sees them as an art form. Her moniker, "Nure-onna", began as internal slang, mocking her eerie silence and fluid movements. Now, it's a whisper passed among the enemy. If you feel her touch, you've already told her everything.
- **Personality:** Composed, silent, and unnervingly precise. She doesn't raise her voice. She doesn't break her rhythm. She sees emotions not as human experiences, but as vulnerable systems: measurable, manipulable, and disposable.
- **Bonuses:** (I'm still not quite sure about them yet.)
 - **ACTIVE:** Coiltrace - Launches tendrils to briefly tag a target, extracting emotional-state data and inducing motor slowdown

Stillwater Pulse - Temporarily silences all physical output (heat, sound, motion), making her undetectable for N seconds.
 - **PASSIVE:** Tactile Memory - Each successful tag increases next read-speed by N percent(I was thinking about 5-10 seconds?), stacking up to N times

Residual Echo - Sustained contact causes faint emotional reflection, weakening enemy focus or will

Vance



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- **Name(s):**
 - **Potential Real Names:** [Vance Maelström](#), [Grayson](#), [Barrett](#)
 - **Potential Code Names:** [Jupiter](#) (cuz biggest planet in space since he's the leader, and correlation w/ Zeus), [Callisto](#) (3rd biggest moon, I just like the name over Ganymede and Titan (the 2 bigger moons)), [Ne0N](#) (0 cuz sci-fi/code-ish looking ig, and cuz neon is a colorless element which correlates with his 'colorless' personality he hides from the world)
- **Faction:** [AEGIS](#)
- **Sub-Faction:** [SPECTRE](#)
- **Class:** [Assault \(Dual Pistols\)](#)
- **Purpose:** [Leader of SPECTRE](#)
- **Backstory:**

(tl;dr, he didn't want to be a part of such an oppressive organization, let alone the special forces, but was blackmailed into his position by his father (an AEGIS politician) with the threat of killing his romantic partner so his father can extort money and power from him.)

- **Personality:** Has a need to be seen as permanently detached and unaffected by everything so nothing can 'get to him', which often leads to him constantly being in denial about his own emotions or desires (like claiming he's not angry even if he is because he feels like admitting anger would be admitting he'd been affected by something, pretending he lacks emotion entirely and suppressing any emotions he does have since he can't let anyone know that he'd let anything have an influence over him, being unable to admit that he likes or enjoys anything because that would still count as being affected by something even if it's in a positive way, if I'm making any damn sense lol). He desperately wants out of his leadership role and lets the empathy he tries to stuff down out on occasion. He cares deeply for his romantic partner, showering them with gifts and affection, but puts on his 'commander pants' when he's working.
- **Mechanics:**
 - **Abilities:**
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 - **Bonuses:**
 - **ACTIVE:**
 - **PASSIVE:**

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- **Name:** 4554551N X1
- **Faction:** AEGIS
- **Sub-Faction:** SPECTRE
- **Class:**
- **Purpose:**
- **Backstory:** 4554551N X1 is a highly lethal android designed to assassinate high level targets. Aegis only made a few of these models due to the fact that they allow them to be almost completely sentient and that they are not completely field tested.
- **Personality:**
- **Bonuses:**
 - **ACTIVE:**
 - **PASSIVE:**

V

- **Name:** "Cindi"
- **Faction:** PRISM
- **Sub-Faction:** Third Rail
- **Class:** Mecha
- **Purpose:** To bring art to her customers no matter what (and to make others smile!).
- **Backstory:** Cindi is an "adult" robot that has been repurposed by the gang. However, the surprising part is that once they booted her up again, they found out that

she has a passion for art. Cindi can draw anatomy perfectly due to her past as a NSFW artist for her clients, but as more and more members asked her to draw more and more stuff, she started dabbling in more SFW art as well. Her frequent commission requests made everyone dub her “The Richest in Third Rail.”

- **Personality:** Cindi is sweet and affectionate like a mother. She loves to draw with a smile on her face, even when drawing the most explicit things possible. Her love of art is infectious and she is happy to give people some art advice on anything. It is very rare to see her sad or angry. She is asexual/aromantic, but she will go on dates with others for fun.
- **Bonuses:**
 - **ACTIVE:**
 - **PASSIVE:**

V

- **Name:** Alice
- **Faction:** AESCENDED
- **Sub-Faction:** The Choir
- **Class:** Engineer
- **Purpose:** To fix and build whatever the AI wants her to fix or build.
- **Backstory:** Alice was one of the scientists that was “touched” by the AI. She had back issues and mental health issues before the incident, but she felt that no matter what treatment she received, she would never completely recover. However, once the AI “touched” her, she felt as if she had been “cured” of all of her illnesses (in reality, this is an illusion by the AI). To “thank” the AI for its good work, she has dedicated her life to being the AI’s “doctor” and will repair it when it asks to be repaired.
- **Personality:** While Alice was hopeless before, she is now obsessed with the AI. Every day, she asks the AI if it needs any repairs, and more likely than not, it will say, “yes.” She will even build new things if the AI wants to expand its influence. She loves eating peaches, but she is sometimes so focused on her work that she forgets to eat (the other members and the AI have to remind her).
- **Bonuses:**
 - **ACTIVE:**
 - **PASSIVE:**

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- **Name:** Charles, Jude, Joel, 'Beacon' (on the fence, just wanted a nickname/code name showcasing hope)
- **Faction:** PRISM
- **Sub-Faction:** None
- **Class:** Samurai
- **Purpose:** Leader of the Resistance (PRISM)
- **Backstory:** Charles's story is a legend throughout the Resistance. He started out as a normal man in Aegis that worked as an engineer. However, after witnessing his ill friend die due to Aegis refusing to give him a wage that supports his medical bills, he fought against some of the Aegis hire ups by force. This caused him to get fired and for the cops (SPECTRE - him and Vance could've had a duel together, which gives me the idea that the leader of SPECTRE and this character could have known each other in the past which makes the resistance even more personal to this character) to chase after him. While on the run, he found like-minded members that supported him and started PRISM.
- **Personality:** Charles is a quiet individual that only speaks as much as he needs to. However, he tends to speak as if he has thought deeply about every word. His fighting skills are also said to be some of the best out of the Resistance, to the point where even some of the strongest members are scared of fighting him. Overall, he is a respected, but strong man.

I also imagine him having a 'no rest for the wicked' personality, and prioritizes his goals/objectives over his own needs, which would sometimes cause him to get little

food/rest/self-care. He would probably be a very exhausted yet driven man, unable to sit still when there's 'work needed to be done'.

Loves old samurai movies :)

OK I have been really thinking about this character and this is my go on it...

Born into privilege, Charles Albrecht's future was once very bright. As the nephew of Björn Maelström, the current CEO of Aegis, he was groomed for command within Aegis's Special Forces training program, "The Crucible". Alongside Vance Maelström, Charles was considered one of the academy's most promising candidates, and excelled in every aspect, from strategic thinking to physical prowess. But unlike Vance, Charles questioned Aegis's ethics, haunted by the harsh realities of their dominance and inequality.

During an intense training mission at the academy designed to weed out weakness, Charles refused to carry out a morally questionable order, which was grounds for immediate dismissal from the program. A final brutal test designed to break the trainees morally made him reject his path, and in a moment his life was altered forever. Leaving his family's luxurious life behind, Charles went off on his own and vanished into anonymity. He took up a modest job at the public library, and trained in kendo and iaido in his spare time. He also taught disadvantaged youth at the dojo to cover his tuition costs, and immersed himself in old samurai cinema whenever he got the chance.

One evening, Aegis security forces stormed his district, attempting to suppress a peaceful protest against harsh economic conditions. Instinctively, Charles defended the protesters with expert swordsmanship and tactical brilliance. His defiance and skill set caught the eye of a powerful gang leader who in turn befriended him and began to train under him at the dojo. Charles was a natural leader, and with his extensive training in both military tactics and swordsmanship he began to teach some of the other members how to better prepare themselves. People gravitated towards Charles due to his immense charisma and strong morals, and it was just a matter of time before they were looking to him for leadership.

Charles was never looking to lead the rebellion against Aegis, it sort of just fell into his lap. He maintains a very low profile and only a few trusted members in the highest circles of PRISM really know his true identity. By day he still works at the public library and teaches and trains in martial arts. But in secret, he is now relied upon as the guiding hand of PRISM's rebellion—their unseen commander guiding a war he never asked to lead.

Favorite Movies:

- **Seven Samurai (1954):** Villagers hire masterless samurai to defend them from bandits. A classic story of the oppressed seeking help to resist exploitation.
 - **Samurai Rebellion (1967):** A personal tale of rebellion against unjust authority, featuring themes of standing up against oppressive structures.
 - **Kill! (1968)** – A darkly comedic samurai film where peasants and lower-ranking samurai conspire against their oppressive lord.
 - **Sword of the Beast (1965)** – Focuses on a fugitive samurai betrayed by his clan, showing rebellion against the established order.
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- **Bonuses:**
 - **ACTIVE:**
 - **PASSIVE:**

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- **Name:** Meteor (real name: Apollo)

- **Faction:** PRISM
- **Sub-Faction:** Dead End Crew
- **Class:** Assault
- **Purpose:** To be the best heavy metal guitarist the world has ever seen.
- **Backstory:** Apollo has listened to music for a long time, and he started his own band with his friends when he was only eleven. As he got older, he enjoyed playing with his band, but he soon realized that he couldn't make a living out of his dream. One day, while playing at a bar, he met Casalia, who played right after him. He talked to her and her band and asked for some advice, only to get an invitation to the Dead End Crew. He started playing for the group after he learned that he could make a living off of his music at the Dead End Crew, so he decided to join.
- **Personality:** While playing music or battling, he plays very aggressively. He has the tendency to nearly or actually break some strings or to use his electric guitar as a weapon. However, when he's not playing music or battling, he's actually a very decent guy who is just a bit silent... until someone mentions food. He has a lot to say on food. It's his second interest next to music. He often tries to look intimidating so that no one tries to attack him, so he tends to glare normally. He also likes going to the gym often.
- **Bonuses:**
 - **ACTIVE:**
 - **PASSIVE:**

Phoebe

- **Name(s):**
 - **Potential Real Names:** Phoebe (my fav name so far), Ruby, Alice
 - **Potential Code Names:** Flickerjoy, Toxievoxie, Venomette
- **Faction:** PRISM
- **Sub-Faction:** Third Rail
- **Class:** Sci-Fi version of a mage/wizard, using her robotic stuffed animal **spider** that uses poisonous tech venom as a main damage source
- **Purpose:** Third Rail's resident security cam hacker
- **Backstory:** Phoebe had an affinity for her stuffed animal collection when she was very young, and her parents bought her lots of them to keep her from complaining about wanting more. She had a pretty normal childhood, playing with her plushies and having an imaginary best friend within her favorite stuffed animal, a spider she named Nene. When Phoebe was around 13, her mother, who was an Ægis mechanic, was laid off for an unjust claim against her via 'catching' (by security cameras) her performing sexual advances against her male coworkers. Without a job, her mother began looking for work again.

A year later, Nene was torn apart by a bully who said Phoebe was too old to play with plushies. She took the remains to her mother, who thought of an idea that she could remake it into a little robot helper/friend for her since she didn't have many friends at that time. Phoebe was apprehensive, but eventually agreed, so Nene became a hybrid

between plush and robot (Nene usually looks like a plush spider until Phoebe says a code word to 'awaken' it into a giant robot spider).

Eventually Phoebe learned the truth about her mother's unjust expulsion from Ægis, and as a form of payback taught herself how to hack into security cameras via sneaking into security cam control rooms. She avenged her mother by sending in an anonymous tip that her mother's old boss was harassing women coworkers, and sent security camera footage she hacked into as proof, getting him fired. She heard about PRISM and their goals through one of her random security footage hacking she does when she gets bored and saw the leader of PRISM telling someone about his plans. She tracked him down and asked to join them, her security footage hacking skills being her main asset to PRISM.

- **Personality:** blithe, raucous, never afraid to speak her mind, tends to be erratic in conversation, enjoys going to raves to spend all her energy, nosy to the point of people watching via security cameras when she gets bored.

She is also very attached to her plushies, specifically Nene, and will have conversations with them. These usually involve her ranting about somebody she doesn't like and acts like a sort of verbal ranting journal for her.

She's very much an energetic, outgoing extrovert but still doesn't like people period. This stemmed from the constant bullying she endured when she was younger as well as the judgment she faces because of her quirks.

- **Bonuses:**
 - **ACTIVE:**
 - **PASSIVE:**

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- **Name:** Rose
- **Faction:** Aegis
- **Sub-Faction:** The Dominion
- **Class:** Ninja
- **Purpose:** To kill anyone who stands in the way of Aegis and her husband, including members of PRISM.
- **Backstory:** Rose used to be a member of SPECTRE and was raised since she was a young girl. She gained an affinity for the more sneaky forms of assassination such as poisons and surprise stabbings. She would often disguise herself as a normal person before killing her targets, making her kill count shockingly high. Eventually, the leader of Aegis found her and started going on dates with her. Their love was so strong that she

would end up marrying him and becoming a member of the Dominion. Now, she not only has amazing battling skills, but also a lot of power at the company.

- **Personality:** Rose is quiet, but absolutely loves getting the surprise kill on her opponents. She is fiercely loyal to Aegis and will not tolerate anyone who stands in their way or tries to kill her husband or her. She knows a lot about poisons and is good at disguising herself. She very rarely emotes unless she is killing her opponent (in that case, she smirks).
- **Bonuses:**
 - **ACTIVE:**
 - **PASSIVE:**

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- **Bonuses:**
 - **ACTIVE:**
 - **PASSIVE:**

Copywriting

Competing Game Sites

- **Star Atlas:** vvv
 - staratlas.com
- **Star Citizen:** vvv
 - robertsspaceindustries.com
 - https://www.kickstarter.com/projects/cig/star-citizen?ref=nav_search&result=project&term=star%20citizen&total_hits=13
- **Overwatch:** vvv
 - <https://overwatch.blizzard.com/en-us/>
- **Supremacy:** vvv
 - <https://supremacy.game/>
- **Off the Grid:** vvv
 - <https://gameoffthegrid.com/>
- **vvv:** vvv
 - <https://callisto.sds.com/en-us>
- **Heptic Arena:** vvv
 - <https://heptic.com/>
- **vvv:** vvv
 - <https://gam3s.gg/elarium/>
- **Spectre: Flashpoint:** vvv
 - <https://playspectre.com/seasons/season-1>
- **RAID Shadow Legends:** vvv
 - <https://raidshadowlegends.com/>
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Competing Studio Sites

- **Net Ease Games:** vvv
 - <https://www.neteasegames.com/>
- **Heatherglade:** vvv
 - <https://heatherglade.com/>
- **Mob Entertainment:** vvv
 - <https://www.mobentertainment.com/>
- **Respawn:** vvv
 - <https://www.respawn.com/>
- **vvv:** vvv
 - <https://emptyvessel.io/>
- **vvv:** vvv
 - <https://www.concreterealm.com/>
- **vvv:** vvv
 - <https://area35east.com/>
- **Atomhawk:** vvv
 - <https://atomhawk.com/>
- **vvv:** vvv
 - <https://weetattiestudios.com/>
- **vvv:** vvv
 - <https://www.cpromptgames.com/>
- **vvv:** vvv
 - <https://www.wagmigames.com/en>
- **vvv:** vvv
 - <https://kyriestudios.com/>
- **vvv:** vvv
 - <https://owlcat.games/>
- **vvv:** vvv
 - <https://epochgames.co.uk/wordpress/>
- **vvv:** vvv
 - <https://pixward-games.com/>
- **vvv:** vvv
 - <https://www.gaijinent.com/>
- **vvv:** vvv
 - <https://www.colossi.games/>
- **vvv:** vvv
 - <https://striker.games/>
- **vvv:** vvv
 - <https://www.sledgehammergames.com/>
- **vvv:** vvv

- [illegible]

Talent Outsourcing Companies

- **VVV:** VVV
 - <https://www.studdgames.com/>
- **VVV:** VVV
 - <https://rabbitgames.pl/>
- **VVV:** VVV
 - <https://www.climaxstudios.com/>
- **VVV:** VVV
 - <https://www.dekogon.com/>
- **VVV:** VVV
 - <https://terraformstudios.com/>
- **VVV:** VVV
 - <https://sperasoft.com/>
- **VVV:** VVV
 - <https://karakter.de/>
- **VVV:** VVV
 - <https://mooncolony.co/>
- **VVV:** VVV

- <https://www.6ft.com/>
- **VVV:** VVV
 - <https://sentient-art.xyz/>
- **VVV:** VVV
 - <https://www.highpalma.com/>
- **VVV:** VVV
 - <https://echolima.com/>
- **VVV:** VVV
 - <https://nextgendreams.com/>
- **VVV:** VVV
 - <https://www.meteorpixel.co.uk/>
- **VVV:** VVV
 - <https://www.liquiddevelopment.com/>
- **VVV:** VVV
 - <https://onyx.studio/>
- **VVV:** VVV
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Content Outline

- **Tagline 1:**
- **Tagline 2:**
- **Game Overview**
 - A concise summary of Aescension's concept and core features.
- **Story & Lore**
 - A deeper look into the overall backstory, world-building elements, and narrative tone.
- **Factions**
 - Detailed information on the major factions, their histories, beliefs, and any notable leaders or conflicts.
- **Heroes**
 - Profiles or biographies of the playable characters or significant NPCs.
- **Gameplay Features & Mechanics**
 - Highlights of what makes the game unique: combat style, progression systems, crafting, etc.
- **Promotional Copy & Slogans** (or simply "Promotional Information")
 - Catchy phrases, taglines, short marketing blurbs, and other text for promotional use.
- **Media & Assets**
 - Concept art, screenshots, videos, and any other visual or audio assets that will appear on the site.

- **Community & Social Integration**
 - Information about official forums, Discord, social media handles, and how players can engage with the community.
- **Frequently Asked Questions (FAQ)**
 - A place for the most common queries about the game's setting, gameplay, platforms, etc.
- **Press & Contact Information**
 - Media inquiries, press kits, and who to reach out to for collaboration or business inquiries.
- **Call-to-Action & Signup**
 - Where you'll direct visitors to sign up for newsletters, alpha/beta access, or any future announcements.

Overwatch Content

- A FUTURE WORTH FIGHTING FOR
- TEAM-BASED ACTION • FREE TO PLAY
- Be a hero, build a squad, win the fight!
- Overwatch 2 is a free-to-play, team-based action game set in the optimistic future, where every match is the ultimate 5v5 battlefield brawl. Play as a time-jumping freedom fighter, a beat-dropping battlefield DJ, or one of over 30 other unique heroes as you battle it out around the globe.
- Overwatch 2's Boldest Gameplay Evolution Yet
- Season 15 introduces Perks, Overwatch 2's groundbreaking new gameplay feature that lets players unlock mid-match hero upgrades, transforming strategy and playstyle. With the launch of the 2025 Competitive Year, fresh rewards like Galactic Weapon Skins and exclusive charms await those who climb the ranks fighting for honor and glory. Plus, weekly challenges in the Perked Up event offer exciting treasures, including Rainy Day Mercy and Legendary Loot Boxes. Don't miss out on Mythic Pixiu Zenyatta and more as Overwatch 2 takes bold steps into its most exciting season yet!
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- **vvv:** vvv

Tagline Ideas

- **General:** vvv
 - Liberate, dominate, or ascend—define tomorrow.
 - Write humanity's next chapter—where will your allegiance lie?
 - Your Choice, Your Destiny—Æscension Awaits.
 - Change is inevitable.
 - Fight for peace, fight for freedom, or fight for progress...
 - Safety in order, liberty in chaos, or perfection in evolution...
 - Become the shield, the spark, or the singularity—Æscension demands your voice.

- The battle for tomorrow starts in your hands today.
- Step into the crucible of destiny and emerge reborn.
- Your Choice. Your Destiny. Æscend.
- **AEGIS Faction:** vv
 - Stability Through Strength
 - Duty Above All Else: Secure the Future, No Matter the Cost.
- **PRISM Faction:** vv
 - Break the Chains, Ignite the Revolution—Fight for Freedom.
 - From the Streets to the Battlefield, We Rise.
- **AESCENDED Factionvvv:** vv
 - Evolve.
 - One Mind, Infinite Possibility—Ascend Now.
- **vvv:** vv
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Writer's Notes & Ideas

Brittany Lamont (Purple)

- **Pitch:** Most games like the one we are going for start with some form of base establishment or building. Since our preliminary campaign will revolve around the gangs, I feel like an opening storyline where at least one of the other gangs (Dead End Crew) attack the Third Rail Gang base and essentially make it so they have to start over from scratch (let the player 'rebuild' as well as conquer) could be a good place to start. It would open the campaign with an exciting incident to draw the player in and establish the heroes as well as the enemy gangs in one fell swoop.
- With this storyline players will regain lost, as well as conquer new territory. This will also tie into Third Rail Gang characters being rescued from 'new areas' the player reclaims (rescuing members that got trapped in the crossfire and left behind in territory one of the rival gangs took) in a way that makes sense. In some of these conquered areas that the player recaptures, the Third Rail Gang members that were trapped there or taken hostage could form bonds with members of other gangs or even turn coat. This can be one of the ways that ties into members from other gangs eventually teaming up with Third Rail and becoming available to players as they, and the game's story progress.
- Opening gameplay this way would also allow us to introduce the combat mechanics to the player. It would allow for a tutorial walkthrough of the battle system and potentially showcase what combat and even characters will look like at higher levels if this is the route we choose to go (tease the player with what is to come if they stick around). This will serve to incite feelings of needing to "get back what I have lost" in players which is in alignment with what our main characters will be feeling at this point in the story as well, uniting players and characters in their goal (helps with immersion).
 - For the other gang(s) to attack Third Rail in such a brutal way, I see them as having stolen or gained access (through hacking either on purpose or by accident) to something exceptionally valuable (data containing the location of a key that grants full access to the space elevator or even an actual key to the space elevator itself). Whatever this thing is could tie into the build up towards the reveal of the three main factions later in the game. ÆGIS will already be around and so will PRISM by extension in some capacity, but maybe the item can hint at the Æscended's existence, or the item can be its own thing entirely. It can be something significant or it can just be something that was stolen that causes the gangs to fight each other.
 - If the gangs come together to form PRISM post preliminary campaign and the option for the player choosing which faction to join is out: Ægis could also learn about this item and that could be what leads to them bringing the hammer down even harder on the gangs which, in turn, causes them to join forces and rise up through mutual hatred (and some established friendships).
- **Things to Establish:**
 - A believable and interesting enough religion for the Æscended that it can spark a following irl.

- A preliminary campaign that ends with players being able to choose between joining Ægis, PRISM, or the Æscended in an interesting and believable way that makes them feel strongly enough about one or all of them that they will be torn (in a good way) when choosing.
- Are we committing to a friendship mechanic that affects gang and character bonds as well as combat?
- We need to establish and design the leader(s) of each gang and main faction.
- A new bio and updated design for Starbright that caters more to her background as a Hacker and member of the Third Rail Gang.
- Update character names to be more in alignment with the name “Starbright” for cohesiveness.
- **General Ideas:**
 - Something I have noticed is that similar games tend to brush over the **inciting incident** in the form of an opening cutscene and then jump straight into gameplay. Not all, but most. It creates a blunt disconnect of sorts between cutscenes and gameplay. There should be an opening cutscene, but I feel like we should let the player play through the action in it to avoid this. People retain what they ‘do’ more than what they ‘see’.
 - The item The Third Rail gang steals/gains access to in the preliminary campaign could have something to do with the space elevator at the end of the game. It could be a cipher for a map to the elevator, or to a key for the elevator. It could also be a fraction of a piece of a map or key to the elevator. The main point would be that whatever it is, is important enough that it's going to bring the other gangs AND the main factions down on top of/sniffing around The Third Rail Gang in the preliminary.

FACTION IDEAS -

- **ÆGIS IDEAS**
 - I pitched that maybe human Ægis scientists (all except the ‘cruellest’ ones) kept rebelling against the experiments being performed on animals and were all replaced with AI, which then became far more intelligent than Ægis planned for and led them to shut the AI program down as well. (They become some of the AI that form the ÆSCENDED)
 - I also pitched that maybe these scientists (the ones that weren't disposed of immediately and managed to escape) formed a secret group (or gang what have you) on Earth (possibly became leaders of some of the gangs we already have) and use their invaluable information of Ægis and its inner workings to work towards dismantling it. Most probably joined PRISM but there wouldn't be many if any left depending on the timeline this all takes place. If they all would have died out or been killed by the time of the present storyline, perhaps they left data

encrypted in various places that a talented group of hackers (Third Rail) could stumble upon and hunt once made aware of its existence.

- This would also tie into “Kodiak”’s back story. He could be reunited with the scientist that freed him before she was excommunicated or atleast find out what happened to her. Maybe through one of these encrypted pockets of data. She could have left a video detailing what she knows before she was killed or before she escaped (if it happened too long ago for her to be alive). Ties into : The **Æscended** operates in the dark corners of society. Born from rogue scientists who were once part of Ægis’ advanced AI programs, these individuals have developed a unique connection to a powerful AI entity.
- **PRISM IDEAS**
- **ÆSCENDED IDEAS**

Madison Trembley (Magenta)

- **Butch and Lucas Bonding Cutscene (In the Middle of Battle?):** Lucas notices that Butch’s prosthetic is broken and says that he needs to fix it. Butch refuses at first due to him wanting to battle more. However, he realizes very shortly after that he has trouble moving his prosthetic. He asks Lucas to repair it, and Lucas annoyingly, yet gratefully accepts (this heals Butch to full HP in the middle of battle).
- **vvv:** vvv
- **vvv:** vvv

Hunter Notes

Hunter is one of the first characters ever designed for the game. Originally, he was based on some aggressive and intimidating AI artwork, but he soon got designed into this dorky hyena that may be more of the brains of the duo. He’s less aggressive and more cute, which may make the description a bit out-of-date. I mean, he may be cold, and he may be aggressive, but imagining both is hard for this character without thinking of Kieran from *Pokemon: Scarlet and Violet* after he went insane.

If anything, if he’s an aggressive guy, he looks like he would be quite hotheaded...

I think the story is decent (even if his sister is probably a powerhouse), but I think compared to the other characters, it may need to be fleshed out more. What is his specialty? Why did the gang take him in? Is he smart? Who is he friends with besides his sister?

He was designed when there were only five characters planned for the game, and it shows. He definitely needs to be fleshed out more, especially to fit with the current Sub-Faction lore. He has a good base (although someone has a good point that his personality could be changed to be less violent). He just needs to be fleshed out more.

Weena Young Oh (Green)

- **Ideas:** vvv
- **Things to establish**
 - To what extent have AI, robotics, and genetic engineering technologies advanced—have they reached a level that poses a real threat to the collapse of human civilisation? And how might this affect gameplay? Beyond serving as tools for combat, in what ways can these technologies be integrated meaningfully and compellingly into the experience?
 - Will ÆGIS serve merely as an antagonistic force, or will it emerge as a rich and multi-dimensional faction? Not just in terms of visual appeal, but through engaging personalities, complex motivations, and a well-developed backstory.
- **vvv:** vvv

Alina Staten (Teal)

Things We'll Need

- A style guide.
 - Ægis – written with the letter Æ (æsh) capitalized
 - PRISM – always in full caps lock; it's an acronym standing for "Project Resistance for Independent Sovereignty and Movement"
 - The Æscended – the "The" is always capitalized, as is the letter Æ
 - ...Are we using US spelling? I prefer it (just because it's easier for me) but if we want to use a different spelling convention I can work with that.
- A process, for like. Everything. Holy shit.
- To organize all this information.
- I hate to break it to y'all, but I think we need a spreadsheet.
 - Fortunately, I already made one.
- ?

Characters

- Starbright
 - flat in every way but one (she is stacked)
- Hunter
 - Much more interesting, but I have questions.
 - Where is his little sister in this doc? What's her name? And can she be a hyena in a little pink tutu with a bow on one of her ears?
 - What power did he and his sister have that was dangerous enough to warrant killing two perfectly good living weapons?
- Teddy
 - I LOVE HIM

- I want to see the scientist who helped him escape. She sounds like a cool lady, and I agree with Teddy that he should find her.
- Leyla
 - Intriguing.
- Stephanie
 - Also intriguing. We love a corrupted revolutionary.
- Æscended dragons
 - WEIRD DOGS (affectionate)
 - Okay, but are they like. Draconic dragons? I love Komodo and bearded dragons, but... They don't look like dragons. And for that matter, different cultures have different ideas of what dragons would look like, y'know?
 - My hypothesis is that earlier humans found dinosaur fossils and they extrapolated from there.
- Butch
 - I'm picturing him as a butch he/him lesbian and you can't stop me.
 - What species is he?
- Lucas
 - Big fan!
 - What happened to his dad?
 - I think it'd be cool for him to have a prosthesis himself, so he really knows what he's working with.
 - We should take notes from actual prosthesis-users about what they'd like from their sci-fi prosthesis. Fortunately for y'all, I have a list! (Edited to just be about prosthetics and to fix some typos.)
 - "Prosthetic covers that can change colour because I'm too indecisive to pick one colour/pattern for the next 5+ years.
 - A leg that I can turn off (seriously, my above knee prosthetic has no off switch... just... why?)
 - A leg that won't have to get refitted every time I gain or lose weight.
 - [Legs] I can teleport on instead of having to fiddle around with the sockets for half an hour.
 - Prosthetic feet that don't require me to wear shoes. F*ck shoes.
 - Prosthetic legs with dragon-claw feet instead of boring human feet or just digitigrade prosthetics that are just as functional as normal human-shaped ones.
 - A prosthetic foot that lights up when it hits the ground like those children's shoes."
 - Worth noting that prosthetic arms aren't really all that useful. They're heavy and hard to manipulate, and it's usually easier for a person to adjust to having one available arm (if it wasn't congenital) than deal with an expensive, painful device.
- Harper
 - Reminds me of Sera from DA:I (compliment) meets Tiny Tina (compliment)(?)
- Donnie
 - He and Harper should be best friends and/or partners in crime.

- This guy definitely practices relationship anarchy and I respect that.
- Freddie
 - LOVE HIM
 - What kind of beast is he?
 - More importantly: can he have a flame-throwing guitar, like the Doof Warrior???
- Betty
 - LOVE HER
 - Is she, like, an actual team grandma? Is she an old lady? Please say she's an old lady. An old lady in a mecha.
- Carlisle
 - He should be, like, the prettiest man we can possibly make. Give him cheekbones that could cut diamonds, a jawline to match, and a chin carved outta marble. And then tone it down a bit so he doesn't look too much like Handsome Squidward.
 - He and Stephanie might have an interesting dynamic. They'd make each other worse.
- ?

Story

- I think we need at least some faction opposed to technology altogether. And not *just* because I find our own society's rapid embrace of glorified chatbots a clear indication of our general lack of reading comprehension and want every one of those copyright-infringing, energy-sucking data centers razed to the ground; there are *always* reactionaries.
 - I'm not a reactionary; I'm a writer who cares about my craft and my fellow writers.
 - That's probably what a reactionary would say.
- What exactly are we trying to say with this story? What are our themes?
 - From conversation, I know we're asking what it means to be human. (I'd broaden that to what it means to be a *person*. For one, modern humans with implants or prosthetics are no less human than anyone else and anyone who says otherwise is welcome to meet me in the pit. And for another, many of our characters are empirically and objectively not members of the species *homo sapiens sapiens*.)
 - The Æscended are horrifying to me. :) I like it. :) :)
 - They've surrendered their autonomy, their privacy, and their independent thought to a technology they don't understand. That'd be almost pitiable, if they didn't intend to force other people to join them. (Sound familiar?)
 - They're like religious Borg. And what's horrifying about the Borg isn't that they're a hive mind, or that they're cyborgs... It's that they want to assimilate others against their will.
- What kind of genetic experimentation are The Æscended doing? Because, as a confirmed mutant who 1. would LOVE to modify that broken genome, and 2. grew up on stories of her grandfather's jellyfish DNA-infused moths... I think most people overreact to this kinda thing.

- I mean, don't give your kids a Delta32 mutation to make them immune from HIV and the Bubonic Plague as a preventative measure. It's not necessary. We have other options, which didn't exist back when I learned about this particular mutation.
 - Besides, that tissue could be better used to literally cure HIV+ patients.
- But for real, if doctors told me they had an experimental treatment for BRCA2 mutations, I'd be rolling my sleeves up before they could finish their sentence.
- Also for real, modern dogs are GMOs. Livestock are GMOs. Animal husbandry is older than Mendel. People need to get off their high, genetically-modified horses and accept that humans have been meddling in evolution for thousands of years, *and that's okay*, because we're part of this ecosystem!
-

Art

Starbright isn't proportioned like a real person. Her thighs are each the size of her waist, which couldn't possibly support that bomb rack of hers.

All three of our ladies are just wearing leggings and bras, which would be fine if they were at the gym and this was an egalitarian No Shirts Agenda, but they look absurd (and objectified) next to our male characters in their hoodies and body armor.

(Also, they all have straight hair. Where are my curly girls at???)

(ALSO: long hair gets in the way. Like, a lot. And you can grab it in a fight. And it's heavy; when my hair hits my waist it gets hard to wash.)

Some anatomy reference material:

- Look at female wrestlers, such as:
 - Kris Statlander
 - Rhea Ripley
 - Willow Nightingale
 - Ruby Soho
 - Skye Blue
 - Julia Hart
 - Emi Sakura
- Morpho: Fat and Skin Folds
 - https://archive.org/details/morpho-fat-and-skin-folds_202307

General

Point of order: how are we pronouncing everything? Because Æ (æsh) is a sound pretty close to the A in "cat." So the game would be called "ASS-ention," and PRISM would be fighting "AAH-gis" and The "ASS-ended."

The whole Anglophone world: uses the letter "И" as an N
Me, an Anglophone who knows like 50% of the Cyrillic alphabet: "EEEEEEEEEEEE"

Trent Reznor et al: "NII"
Me, a fucking nerd: ...the knights who say Nii?

Bray Chandler (Blue)

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- **vvv:** vvv

vv (Pink)

- **vvv:** vvv
- **vvv:** vvv
- **vvv:** vvv

Writer's Template

Brittany Lamont (Purple)

- **vvv:** vvv
- **vvv:** vvv
- **vvv:** vvv

Madison Trembley (Magenta)

- **vvv:** vvv
- **vvv:** vvv
- **vvv:** vvv

Weena Young Oh (Green)

- **Dialogue Template**

Scene Title :
Description:

Characters :						
Context :						
Line ID	Character	Dialogue	Voice Direction	Trigger	Context	Status

- vv: vv
- vv: vv

Alina Staten (Teal)

- vv: vv
- vv: vv
- vv: vv

Bray Chandler (Blue)

- vv: vv
- vv: vv
- vv: vv

vv (Pink)

- vv: vv
- vv: vv
- vv: vv

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Meeting Notes

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Jonathan Story Notes

General Story Notes

AI, robotics, and genetic engineering already exist in our world to a certain extent. It would be good for us to think through and understand what the “tipping point” might be. To tie in with Aegis, this tipping point should be connected in some way to the resource that they mine from the asteroid, something akin to *unobtainium* in James Cameron’s *Avatar* series or rare earth minerals like coltan in real life. I like the connection that we’re making to tangible real resources. It helps to ground the story when the genre (dystopian sci-fi) has a tendency to be glimmery and without substance.

It might be worth exploring why Aegis needed to develop a military to begin with. There's certainly a story or short cinematic to be made here showing how Aegis not only found and exploited the resource first, but was also forced to resort to violent means in order to ensure their monopoly. Above all, we must remember that dystopian cyberpunk is *punk*. It is meant to show the detrimental effects of capitalism and warns against the god-like powers of corporations.

Aegis takes over the entire world with their technology, but from the story currently it sounds like they've taken over absolutely as if they have direct control of the government. Especially in view of our current affairs in US politics, it is clear that corporations (at least smart ones) are generally happy allowing puppet governments to seize power so long as they bend the knee to the corporation's will. I think having Aegis take over the world with their monopoly over a groundbreaking technology is a great idea, but I think having them rule through softer power makes for a more convincing and compelling story. It should be more of an open secret that Aegis controls the governments, the same way leftists talk about CIA assassinations of leftists leaders or the political funding of super PACs.

The fact that we play as the "resistance" is absolutely cliché if we present it like every other dystopian cyberpunk game does. In my opinion it would be a lot more interesting for us to explore interpersonal relationships within the organization itself, rather than having it be rigidly structured like the military. Too often I see resistance groups portrayed as disciplined units of power when in reality most resistance groups consist mostly of normal people upset with their exploitation. Hierarchy, leadership, and agenda become a lot more difficult to establish and complex maneuvers are incredibly difficult without incredibly charismatic leaders that build semi-cults of personality around them. This is where I think we can begin to expand our cast of characters and create relationship conflicts that tie in with the overarching conflicts of the Resistance. Most basically, we can explore in these characters the various approaches to "resistance." Is resistance to Aegis violent? Maybe these ex-military, veteran types who know nothing else might think so, and might then be teaching combat training. But most of the general populace would be afraid to go to direct war. There might instead be forms of passive resistance. Hacking Aegis gear, boycotting Aegis goods, and learning to subsist the best they can on their own (think hippies from the 60s or punk rockers in the UK). To create a unified resistance group, it takes a special individual with enough credibility behind them and enough charisma to lead the way, studying Fred Hampton, Che Guevara, Ho Chi Minh, and Mao Zedong as various types of leaders throughout history who have managed to do this to various degrees of success.

The introduction of a shadowy third group, the Aescended is a cool twist that I think will come down to execution. We need to carefully foreshadow their existence and manipulation of certain events without revealing too much about them until I'd say just before the halfway point of the game. To guide our understanding of how the Aescended might organize, we can look at

the structures of secret societies like the Freemasons and the Know Nothings. Secret codes, hand signs, organization specific phrases, organization special regalia, and shadowy rituals are typically set in older times, but I think we can breathe new life into the cliché by mixing the mystery of secret societies with the mystery of high tech. Mixing the old and the new in this way is super cool, and I think this eclectic mix of tradition and futurism should show up in their practices and clothing. Cloaks and robes embroidered with copper wires, pulsing with faint neon lights depicting different rankings, masks shaped like various animals like African masks to denote their deterministic evolutionary mindset (lowest ranks wear masks from before the Cambrian Extinction, mid levels might wear octopus, bonobo, or dolphin masks, higher levels wear masks depicting people, and the highest wear masks symbolizing the singularity, the AI unified “one.” (we can look at *Outer Wilds* and their depiction of the Eye of the Universe for what this might look like.)

Generally, it sort of seems like the player character is going to be given some sort of choice as to how they want to approach leading the resistance. Gameplay wise, this is going to be quite challenging given that most of our gameplay will be centered around combat. That being said, I think we have a really interesting opportunity to play with the mechanics of the turn-based RPG in order to provide a less violent approach that is in-line with the thoughts of parts of the resistance that might not want a fully armed violent resistance. I think it might be really interesting to allow the player to “maim” or “disable” enemies rather than straight up destroying them in order to preserve their parts. To do so, players should have to bring enemy units to low health and then perform some sort of disabling move (think *Pokemon* or *Undertale*). They will then reap greater rewards from the fight, at the cost of losing an action. This type of mechanic rewards players for thinking through their strategy for fights and discourages the grindy sort of gameplay that the genre is known for. I think it is super important to have a discussion on what sort of game we are making, and for whom.

Character Notes

Starbright’s story reads very flat. I don’t have a sense of her motivation or background. Where did she grow up? What sorts of challenges has she faced? What sorts of biases might she have and why does she carry them? How might the story later on exploit these biases or challenge her to reconsider her way of thinking? Answering these questions will really help us unlock who Starbright is.

Another note I feel the need to add is that Starbright’s character model comes off distastefully sexualized. It’s clear from the onset who this character has been designed for, and that doesn’t make me want to connect with or associate with the character in a meaningful way which isn’t good for a player character. Her body proportions need to be made more realistic. In

addition, her clothing and style does nothing to tell me who she is and what she does. There is no world where I see this character model and think to myself that this person is an engineer or a hacker. Where is her gear? Why does she wear braces for her arms, but then skin tight leggings? Why does she wear heeled boots, shoes completely unsuited for combat or for work? Why isn't her midriff covered, a clearly dangerous choice for both combat and work. I have no problem with making attractive characters, but we need to be sensible and deliberate with how we present our characters. If we can believe that our first impressions in real life are a big deal, then we should treat our characters the same way.

I think Hunter's story and motivation are much more compelling. There needs to be a bit more depth, and it's clear that this story has drawn from other stories like Rocket from *Guardians of the Galaxy*, but I think that's a good thing. We just need to find some other twist that makes sense in our story. The one big note I have on Hunter's character is his classification as "beast". It was to my understanding that Hunter would speak and be treated equal to a human. Reduction to "beast" as a class seems degrading and reductive. Hunter should do something beyond what he genetically is, and that should form his "class." In all honesty, I think "Hunter" or something adjacent should be his class and he should be renamed something else. What kind of being that is being chased and threatened for being a weapon of war then actively embraces a name that labels him after what he's made for? In my head, it makes more sense for him to do the opposite, and want peace. Hunter's story then becomes an internal conflict between what he's good at and what the world asks of him.

Theodore's story sounds a lot like Winston's story from *Overwatch*. Again, this isn't necessarily a bad thing, we should just be conscious of where people might draw connections. I think Theodore and Hunter could share a heartwarming friendship based on their shared motivations and desires. I have the same note about his classification as "beast" and suggest that Theodore might be more of a healer character to serve as a sort of foil for Hunter.

I love the planting of Leyla as a mole, and I want to suggest that she might be one of the aforementioned charismatic leaders that I talked about in my general story notes. I like her character design more generally, but her current outfit tells me she's some sort of speedster rather than an "assault" type. It's super important in these character-collecting games with classes that the shape silhouette of the character immediately tells the player what sort of role they play on a team.

Game Design Notes:

Five Strong Characters to give Cinematic Team Something to Chew On

VV

- **VVV:** VVV
- **VVV:** VVV

VV

- **VVV:** VVV
- **VVV:** VVV

OLD STUFF

VV

- **VVV:** VVV
- **VVV:** VVV

VV

- **VVV:** VVV
- **VVV:** VVV

(Note: We're doing the "three factions on Earth are trying to get to the space elevator" plot instead)

Earth is not doing well due to constant wars over resources, so the company Aegis decided to invest in asteroid mining. Soon, Aegis finds a planet relatively near an

asteroid field in a neighboring planetary system, so they decide to launch a colonization effort to settle on the new planet led entirely by them. They bring workers to this new planet and move their headquarters there.

(I really have adopted the asteroid mining backstory, imagine what would happen if a corporation today found resources worth say 100 trillion dollars...what would happen? I think of something similar happening with Aegis in that they gain so much money that it completely imbalances the powers that be and gives them absolute control)

Many years pass. Eventually, their contact with Earth gets cut off due to some cataclysmic event. (This could be them just ignoring and abandoning Earth or it could be related to a terrorist org that wants to get at Aegis) Now Aegis and all those they brought with them are effectively stranded on the planet, and this is where the disparate factions take shape.

Pressing Priorities:

How powerful and advanced is the tech, especially the AI in this universe?

What are the rules for space travel?

How does the tech in this world influence the Aescended?

Notes for the Prison Intro Idea

- ~~The player gets exposed to each of the factions due to a dramatic battle between all sides, where Fulbright is just trying to survive. PRISM launches a surprise attack on an Aegis prison (with PRISM and Aescended prisoners) trying to bust out one of their commanders being held there. The ensuing chaos frees Fulbright and prisoners from PRISM and the Aescended, who begin working toward their aims. PRISM wants all their people out of there, especially the commander. The Aescended want to escape and minimize any fighting on their behalf. Aegis wants to suppress the riot.~~
- ~~The whole intro takes place at this prison.~~
- ~~Ends with the player leaving with one of the factions at the prison.~~
- ~~Fulbright is a prisoner because she was in the wrong place at the wrong time (on suspicion of being in one of the factions). There is an interrogator character from Aegis working at the prison who Fulbright strikes up an easygoing rapport with.~~
- ~~PRISM fighters mistake Fulbright for someone else, and goad her into a battle position with them. They free their commander, who greets and is very grateful to Fulbright.~~

- ~~After getting pulled into helping PRISM, the interrogator finds Fulbright and brings her along with his riot squad. (need to separate her from PRISM somehow)~~
- ~~The Aescended prisoners are trying to get to the communications tower to call a transport ship to get them out of the prison, taking advantage of the chaos, as they're in no position to fight in a large-scale assault. Fulbright is separated from the Aegis riot squad and encounters them, helping them get to the comms tower for an easy escape on the ship.~~
- ~~Three-way choice at the end (happens at the roof of the communications tower): Fulbright can help the Aescended hold off opposition until the transport ship arrives, or back up the PRISM members or the Aegis riot squad that also reach the roof.~~

(John has rejected the prison break intro. I am leaving the idea here for the sake of notes and avoiding repetition, but a new game intro needs to be developed.)

PRISM Storyline

Aescension Mechanics Notes

Mostly based off of State of Survival

Start as a singular building base with you character
Some dialogue with character portraits

Slowly take over areas by fighting enemies and clearing up debris (doing other tasks)

Accumulate resources, more resources as the game goes on

Several different types of buildings

You can train troops, but the troops are pretty much just numbers

Attacking someone just sends an army looking icon, an explosion happens, and then the player gets a battle report with the results

World Map (shows other player's bases), Base Map

World Map only unlocks after doing a certain number of things

hero fighting, fight other heroes and other player's heroes

hero fighting looks like marvel strike force with turn based squad combat

Gacha system is nearly identical to Sea of Conquest

Premium Currency and Normal Current to Pull

Roll for heroes

Bad Luck Prevention System

Pull for heroes

Hero duplicates upgrade your existing hero

New hero pulls become part of your roster

Premium Currency is used to pull for rare or legacy heroes

Aiming for 30 characters with varying rarities

6-10 fodder characters

Ultra Rare Characters are permanently unlocked across servers so you don't have to start from scratch

Players can have multiple profiles for one server, and multiple profiles across servers

equipment is like Raid Shadow Legends

equipment types:

specific equipment types within the equipment genre (ie: weapons can be swords, guns, etc.)

heroes can equip items, it doesn't change them visually, essentially just icons with stats attached

weapon, helmet, chest plate, gloves, pants, boots, and 3 accessories

accessories are universal among characters

Equipment can drop from PVE battles on the world map

Producing equipment in the armory building

Events:

Tasks/Missions/Quests:

Larger Quest Container with lots of smaller quests

50% art (character design)

30% game

20% story

Writing Team - PRIO CHARACTER DESIGNS

Names should generally feel more unique

Main Campaign