

Artificial Freedom

High-Level Document

Brand Pillars

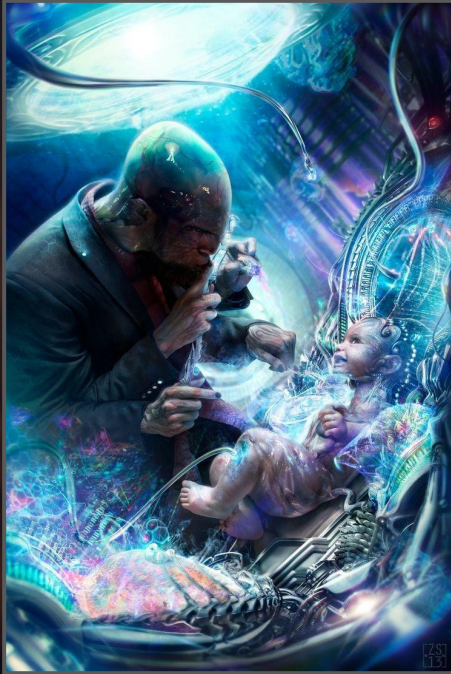
Establish what the brand is, its pillars, what they mean and provide examples.

Science Fiction : Brand Pillars 1



Set in an Unfamiliar Setting; a far future beyond us.

Science Fiction : Brand Pillars 2



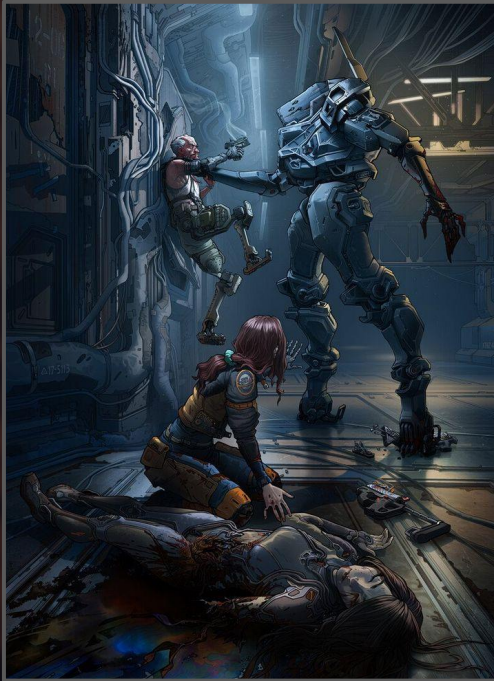
Born from an Innovative Technology, that changed everything.

Science Fiction : Brand Pillars 3



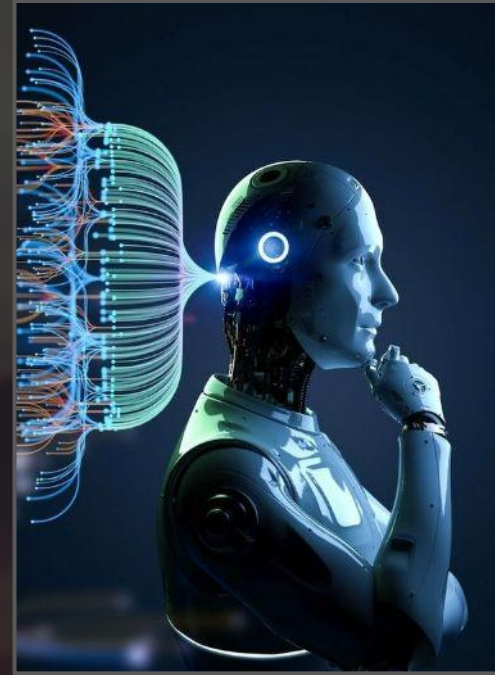
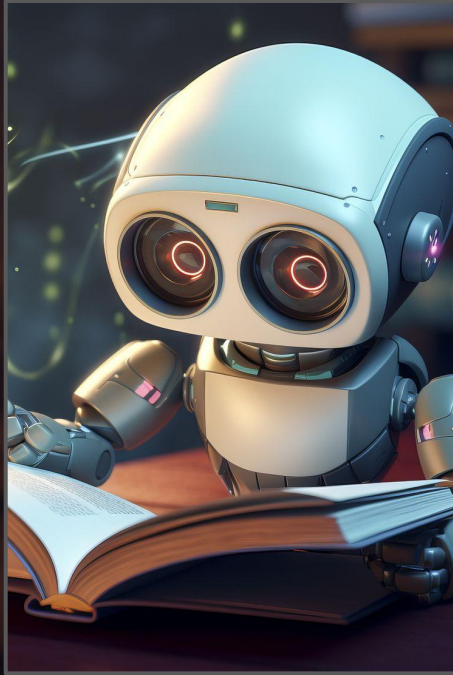
Discover About Humanity; how it adapt, and it's different forms.

Artificial Intelligence : Brand Pillars 1



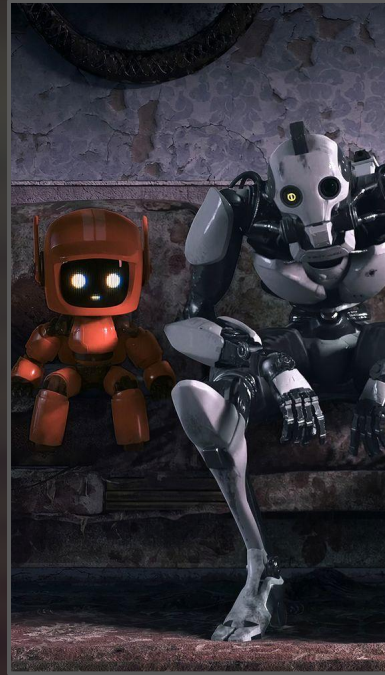
A story exploring the Laws of Robotics, from a robot perspective.

Artificial Intelligence : Brand Pillars 2



Focusing on Artificial Intelligence Learning from it's experiences.

Artificial Intelligence : Brand Pillars 3



And developing a Self-awareness that challenge it's rights.

The 6 Brand Pillars

Unfamiliar Setting



Innovative Technology



About Humanity



Law of Robotics



Learning



Self-Awareness

Blending Science Fiction and Artificial Intelligence

Player Fantasy

What is the player? What fantasy are selling?
Look for keywords of that experience, provide examples and counter-examples in all mediums.



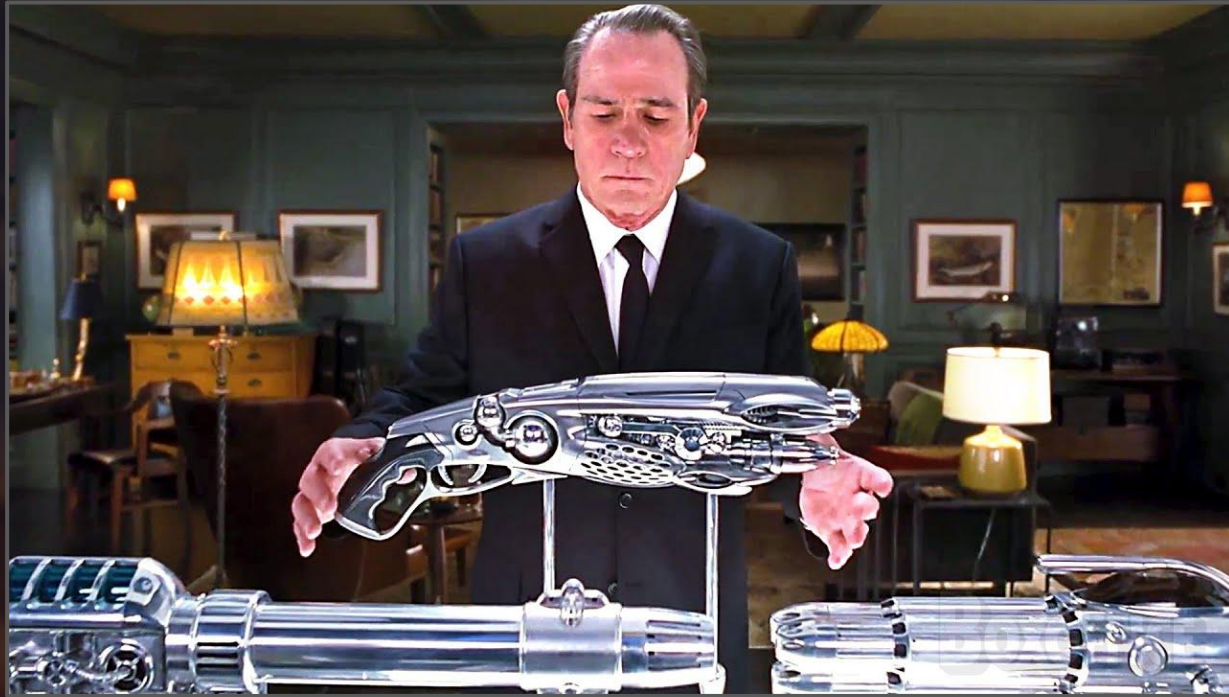
The lone survivor fighting hordes of alien abomination...



...armed and ready, a killing machine that never weaver..



...Fighting through the end, with kicks and guns !



Choose from a powerful arsenal to dispatch your enemies...



...and make sure to spray alien blood all over the floor..



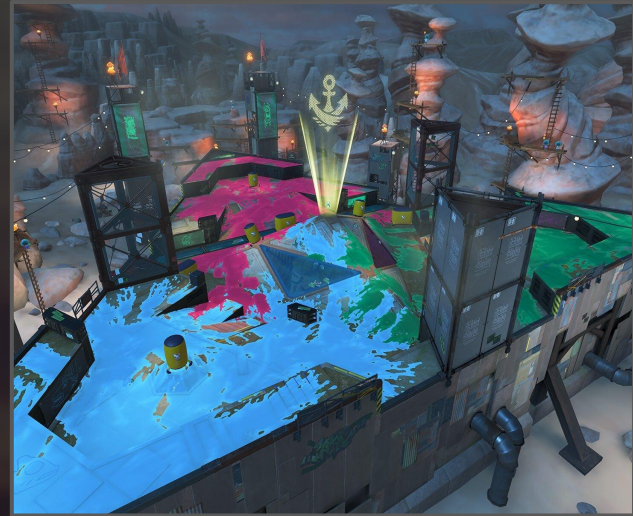
...to create colorful trails to ride on !

The 2 Experience Pillars

Lone Armed Exterminator



Map Shading



Story / World

Depending on the project, find a way to talk about the world and its story, its logic and its structure.

World

In the Year 2323, the human race is an interplanetary species spread across many exoplanetary system.

The first alien life form as been found on Splash-24, a wasteland planet near the center of the Milky Way.

It has been kept hidden of existence by one of the 3 great families that exercise power on the known space.

Story

It's now the Year 2363, you are a famous mercenary, an expert in destroying robots used by renegades all over the unknown space.

You are contacted by one of the great family for a secret mission on Splash-24, with no intel but a singular task : find what happened there.

You land on the planet with a devastated underground complex in-sight, there you will fight for your life against an alien outbreak, and discover the truth behind it.

Story Structure

1. Approaching the location, your ship controls are sapped by an unknown source, making you crash a few hundred meters from the place.
2. You reached the entrance, it's breached with giant claw marks. You look for clues of what this place could be, and a way to descend to the lower levels.
3. The elevator crash at middle-level, the husbandry, where food and aliens are grown for autonomy and prosperity of the research labs.
4. You are grabbed by something and dragged down to the research lab, where you uncover the purpose of the experiments.
5. You aim for the generator room to try to salvage the service elevator, in order to make it back to the surface.
6. Finally you leave the building, where you face agents of your client, ordered to dispose of you to keep the existence of this place a secret.

Real Plot

MC is an IA, from an intergalactic company that distribute robot mercenaries all over space. You are dictated to accept a contract for the biggest of the 3 great family, event fishy that is is (money reason, hierarchy, not yours).

You are indeed a killing machine, with thousand years of experience in battle, and IA trained guns.

When you try to land on the planet, your ship, providing the link between your company and you is jammed and crash. The crash gave you memory loss, so all your guns and training is lost (new player syndrome).

You will notice that you can't kill civilian humain (robot IA rule) and at the end, you will be forced to make a choice : Let yourself be killed, or Escape by killing.

Story Message

During the game, you will learn that you are the most humane thing in the game, while everyone are doing the worst atrocities.

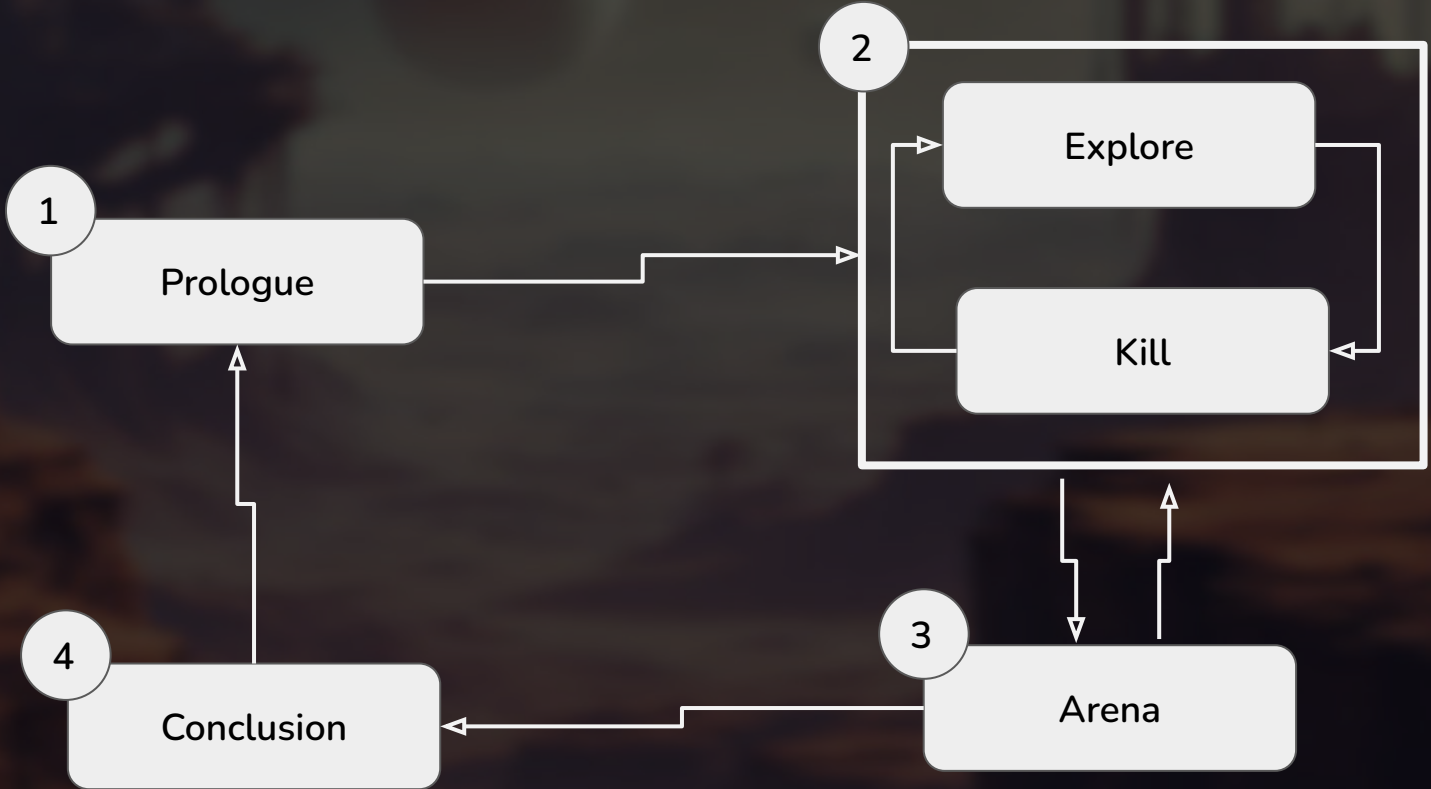
You will understand later that you are in reality a Robot, unlike other being around you. That you have been used, and that you can't refuse.

At the end, you will have the option to be freed from your forced action, becoming "human", and then choose your own path from now on.

Gameplay Pillars

Show the macro loop for the game, the main activity pillars and break them down, showing references and example of what the player is doing.

Game Structure



1 - Prologue

- It's a short gameplay sequence in which the player can :
 - Move around freely,
 - Interact with lore and story content,
 - Proceed to the next level
- It helps the player to have a break, or to get back into the swing of things for returning players.
- The most important story elements will be presented there.

2 - Explore / Kill

- **Exploration**
 - You are tasked to reach the other end of the level.
 - You have to find a way to proceed by interacting with environment.
- **Kill**
 - Enemies will spring from every corners
 - Use them to interact with the environment and proceed.

3 - Arena

- A few times by levels, you are stuck in a room, where you have to survive multiple waves of enemies to proceed.

4 - Conclusion

- Finish the plot of the current chapter, and reach the end goal.