

Do WE Belong?

Set in a Cyberpunk England, in the year 2146. All kinds of jobs are done by advanced robots with sentient AI, commonly known as Clinkers. The only role these machines cannot oversee are in the medical field. Humans are still nurses and doctors, however, due to the advances in technology they are around for the emotional support more than anything else. Clinkers are not built in factories, they are born and grow biologically through a mixture of machinery and biology. They grow and die of old age. You are a female nurse, Beatrix. You work at a small care home for humans and robots, and live an everyday life in this world.

Timeline/Lore

Each of these entries can be found in-game as lore collectables.

2026 – Mason J Samson, aged 23 leaves his job at NASA, he starts his own small company from his garage. The focus of this company is the study and creation of artificial intelligence for the betterment of humanity.

During his time studying AI, Mason worked as a consultant in technology and engineering to earn money to keep his company afloat.

2032 – Mason J Samson (23) makes humanities first break through into fully autonomous intelligent AI. The prime directive of this AI is to drive a bus on a specific route. Mason takes this breakthrough public and the company gets many investors to make this AI available to the public. The investors also try to push Mason into adapting AI for war. He declines all offers from all investors stating he is doing this to make the world a better place, not a worse one.

2033 – A year after the reveal of his breakthrough with AI, the first fully autonomous bus route is opened in London and is widely successful. Mason J Samson names his company Samson INC, and almost overnight the company become a multibillion dollar company. The same year, Mason marries his long-time girlfriend.

2037 – Mason and his company have expanded rapidly and the AI has been perfected and expanded across multiple programs. The bus routes are now across the entire of England, and operate in 12 different countries. Now as well as the bus routes Samson INC have AI that: Drive Taxi's, Delivery drivers, Doormen, Retail Assistants, Butlers, Maids, Cleaners and more. This AI is being implemented slowly across society, usually starting in London.

2038 – Mason J Samson, welcomes his first child into the world, named Mason Samson Junior. After more pressure from multiple governing bodies Mason J Samson publicly announces that his company will never accept a Government contract of any kind, he also states that Samson INC is for the betterment of humanity.

The same year he announces that the company is working in tandem with both NASA and SpaceX to develop deep space craft to colonise Mars and The Moon.

2041 – During this year, SpaceX, NASA and Samson INC launch their first colony ship to The Moon, this ship contains no humans it only contains robots that are available to construct the lunar colony.

The robots remain on The Moon to test multiple instances of the colony and make sure the nuclear reactor for the colony runs with no issues at all.

During the same year, the colony ships for Mars begin their planning phase and will soon be constructed ready for the colonisation of Mars.

2043 – The lunar colony is finally approved, fit for humanity, and welcomes its first set of human colonists. The robots within the colony are sent back to Earth for their Upgrades. They are replaced with a newer model of Robots who run the Lunar Colony flawlessly.

Mason J Samson announces that his wife has been diagnosed with cancer and he will be taking a back seat from the company to look after her, Samson tries to work on curing the cancer killing his wife.

2044 – The Martian Colony ships launches toward Mars, this ship contains robots and building equipment, the materials are more robust and up to date to the Lunar Colony. The ship takes 8 months to arrive on Mars and the construct begins.

Mason J Samson announces that his wife has died of cancer and he will be returning to Samson INC to work on the Martian colony. It is rumoured that Mason is clinically depressed and spends all his personal time working on curing cancer and other diseases.

2046 – The Martian Colony is deemed worthy for humanity to live in it and the colonists arrive to a fully working advanced colony in which they can live in luxury. The Lunar colony also celebrates its 5th anniversary on this year.

2047 – After three years working on his own, Mason J Samson announces a new division of Samson INC known as Pharma Corp. Pharma Corp is announced to be a research division to work on curing most human diseases. Samson also announces that not only will they conduct research, they will also be a free worldwide healthcare system that people can use.

2052 – Pharma Corp announce that they have officially got a cure for most forms of Cancer in the forms of Nano-medical-science. This is injected into the Human Blood Stream and the nanites attack and destroy the cancer with no side-effects. Cancer is eradicated from humanity in this year.

2053 – During this year, the Martian colony runs into minor issues with its robot workforce not responding fast enough. Due to this, the nuclear reactor goes into meltdown and without the option of escape from the colony, the entire population dies from radiation poisoning in a matter of hours. No survivors are found and the colony is deemed unsafe to go near.

When news reaches Earth of the meltdown, panic sets in at the Lunar Colony and it is officially abandoned. Samson INC are blamed for all the issues within the colonies and are removed from space deals due to negligence and are sued by multiple families. The entire Lunar colony is abandoned until it is deemed safe enough to return.

2054 – After an immense amount of testing from NASA and SpaceX, the Lunar Colony is deemed safe enough to be inhabited, the recolonization starts this year and the robotic staff is overseen by a handful of SpaceX and NASA employees to make sure no issues arise at the Colony.

Mason J Samson remarries this year. During this year Samson INC. announce a brand-new breakthrough with their Robotic division. These new robots have a semi-biological structure and can be grown instead of built at factories. The new robots are distributed across the world and replace most already existing robots.

2065 – Mason J Samson is seen in public acting erratic and arguing with people on the street about the dangers he is facing at home. The same day Mason Samson Junior announces that his father has been diagnosed with Alzheimer's and will be put into a care home. Mason Samson Junior takes over his father's role at Samson INC. Mason Jr, pledges that he will continue his father's legacy and honour everything his father has stood for.

2069 – Samson INC, more specifically Mason Junior starts a private prototype for a military grade AI that runs through his father's bio-robots. This is kept private from everybody in the company.

The same year, Mason Jr welcomes his first children into the world, twins named Charlotte and Jack.

2072 – Mason J Samson dies at the age of 69 in his home surrounded by his loved ones. Mason Jr is not present at his death and is working with Samson INC. to continue the work of his father and company.

2073 – Samson INC. more specifically Mason Jr meets in private with the U.S and U.K military to talk about funding Samson INC's military projects. This is done without the knowledge of anyone at Samson INC.

2074 – Samson INC. announce the first military contract with the UK military. During the announcement they showcase their first robot and accompanying AI designed and built with the sole purpose of war. After four months of testing these robots are integrated within the United Kingdom's military.

2075 – All Samson INC. robots act strangely and often do not follow their programming. After a few months of this happening the robots go through an awakening within their programming and the AI develops sentience and becomes self-aware. The world runs into a mass crisis as the robots 'Awaken' and refuse to follow their programming.

Samson INC. try to deactivate the robots on mass, however, they slowly realise that this is something that does not work and the robots can no longer be deactivated.

2076 – Samson INC. must officially announce that the robots within the world cannot be deactivated and have reached a level of self-awareness and are in fact almost like humanity with their sentience's.

Humanity react poorly to this news and a lot of individuals attack and destroy the robots en masse. The tension between Humanity and Robot kind reaches an all-time high.

Other robotic companies shut down their advanced AI and use older models of Robots to take over the robotic jobs, adding a degree of stability to the world.

2077 – Robots take to the streets to protest the hate they receive. The protests quickly become violent and the robot riots take place across the majority of the world's major cities. The robots are also joined by a vast number of humans.

These riots begin to focus more on Samson INC. rather than society.

2078 – Samson INC. loses most of its shareholders overnight and the company begins to file for bankruptcy. Mason Jr is sued by countless humans and an investigation is opened into his personal life into if he has broken laws across multiple countries.

Mason Jr. murders his wife and children with poison. He then proceeds to destroy all his computer files and hard drives. He tries to delete all the data in Samson INC. databases but fails. Mason Jr hangs himself.

Samson INC. is acquired in its entirety by the US government.

2079 – Samson INC. is dissolved by the US Government whilst following the UN accords. Robots are also deemed as equals across the Globe.

The robots take jobs alongside humanity at first, however, the robots tend to do most jobs better and to a higher level of skill. The first robot birthing pods are distributed to robots across the globe so they can have their own families.

2080 – The Vatican announce to the world that the faith is open to Robots and declare that Robots should be given their own set of basic rights.

2081 – Robots and Humanity begin to live with each other in peace.

In the United States, after humanity and robots begin to settle into boroughs and neighbourhoods with each other, tensions between the US and Russia escalate and Russia begin to mobilise their Army to the Eastern side of the country.

2082 – Russia land troops in Alaska and attack the entire state. The US and Russia declare war on one another. Both call their allies to join them. The UN step in and declare that the war should be put to an end for the good of humanity.

Russia and the US agree to not use Nuclear Weaponry in this war on the civilian population of each country. The US launch its counter attack on Alaska, the first large scale battle of the war is fought.

2083 – The entire of Europe, including the United Kingdom join the War on the side of US. The combined forces of each country invade Russia's Western border. After 4 months this army had set up a trench line across Russia's border and plans to invade Moscow to suppress the Russians.

China and United Korea ally with the Russian Army. A trench war between Russia's Allies and The US Allies begin.

Ireland, Canada and Japan remain neutral within the War.

2084 – After almost a year of trench fighting, the losses of this war have surpassed the losses of World War 1 and 2. The US allies make a desperate push into Moscow and take the city in a couple of days. Russia, China and Korea surrender to the allied forces of the US, Europe and the UK. The Russian government is replaced by a new government run by the US, Europe and the UK.

The World begins to rebuild after the war.

2085 – A group of Anti – Robot terrorists make several brutal and deadly attacks against robots and robot communities.

A cult is formed in the UK known as the IRH, although most people do not believe they exist, they are integrated within society. The purpose of the cult is unknown.

2105 – The Anti-Robot groups begin to dwindle and the tensions between Humanity and Robots once again settle. Robots begin to receive equal rights to humans. Although there is a long road ahead the world begins to hope for a dignified and equal future.

2114 – The first elderly robot develops an illness from aging. The resulting studies show that robots can also suffer from a variety of neurodegenerative disorders. These elderly robots are offered support like most humans. And care homes are opened to elderly robots so they can receive care from Human nurses and doctors as they age.

2120 – The first care home with both humans and robot patients is opened. Beatrix is born in Newcastle.

2125 – Humans and Robots have not had an issue with each other in a few years and it is declared that they are living in a period of peace. The world goes through a year of prosperity.

The intergalactic colonies are rebuilt.

2126 – The intergalactic colonies are repopulated by humanity and robots. The colonies are larger than previously and are finally self-sustaining.

2130 – Nasa and SpaceX work on Faster Than Light travel.

2132 – Faster Than Light Travel is perfected by Nasa and SpaceX, travel from Earth to The Moon now takes 5 minutes. Travel from Earth to Mars now takes 11 hours.

2138 – Beatrix starts a nursing course at university.

2146 – Present Day.

Prologue Overview

Beatrix's House

Players wake up at 05:00am, The players will be able to move around the starting location. The game will have 3D graphics however, the gameplay will be two dimensional, players can mainly move left and right and interact with objects around the house.

Main controls for this section

- Left movement
- Right movement
- Interact
- Jump
- Crouch

The prologue acts as a tutorial for the players.

The players will be given a first quest, this will be to get ready for work. This would consist of smaller tasks: Having a shower, Getting dressed, Making coffee and leaving for work.

Players will be able to interact with objects around the house.

- The Bed
- Pictures
- Microwave
- Taps
- Fridge

Each of these interactions will cue a line for Beatrix to say, these anecdotes will give players an insight into B's personal life and what she has done in her life.

After this section in the house, players will try to leave the house and be made to do their second quest in the game. This quest will be to fix the fuses.

- Players will be able to get into the attic and solve a simple jumping puzzle to turn all the fuses back on.
- A collectable will also be in the attic, this will be a newspaper clipping in which the players can learn some of the lore and backstory to the world.

Arriving at Work

Players pull up to work and park next to their boss's car.

- Players will be able to interact with objects outside of the workplace.
- B's car - Kevin's car - Sign outside work

After this, players will enter work and be greeted by their boss.

- After some dialogue players will be told to go to the staff room.
- Players will not be able to enter rooms other than the staff room.
- Any patients or staff players run into will have some minor dialogue.

Upon entering the staff room players will be able to interact with four other staff members. Each one will tell B of a certain patient that she will have to check on.

- Two patients will be human, two robotic
- The two human patients will need simple things
 - o One will want a book from the common room
 - o One will want a meal from the kitchen
- The two robot patients will showcase a stealth mechanic and a combat mechanic.
 - o The first stealth mechanic is a simple timing puzzle where players must avoid the robots line of sight, sneak up on the robot and sedate them
 - o The second will be a combat mechanic, players will use a stun baton to subdue the second robot.
- Each quest will pop up on screen with a blue UI screen.
 - o This will be shown on the character model as a blue light around the eyes.
- Each patient will have their own lines to the player.
- The robots will have lines after they have been dealt with, they will also act more erratic than the other patients

After this is done the players will have to find their boss.

After interacting with some staff, players will be told the boss is in the staff room.

- The boss will tell the players the light is out in the common room and the fuses will need to be fixed.
 - o The fuses are in the attic
 - They are located behind a platforming puzzle
 - o After the platforming puzzle players will receive an alert whilst they are in the attic. This alert will say "Hide".

Player will hear gunshots getting louder until someone enters the attic with a gun. The gun will have a light on the end and work as the enemy line of sight. If players are spotted by the gunman they will be shot and killed.

Hiding behind a nearby box will keep the players hidden. After a little while the attacker will leave the attic and report "the attic is clear".

After the attacker leaves the attic, the players will be able to explore the care home again.

- Some rooms will be locked

- Ones that players can enter will have dead staff members inside, there will be no dead patients however.
 - o Beatrix will make a note of each member of staff that is dead.

On the ground floor, they will find Kevin (B's Boss). Still alive.

- Kevin will tell the players to run home and leave before anyone comes back.

Players can now sprint.

B gets in the car and starts to drive off. When she has been driving for a little while, her eyes will flash yellow and a cinematic will play.

- B will be much younger and in a room with eight others and an older man.
- The man hands B a gun and touches her on the shoulder.
- This will end the flashback
 - o B will make a note of what just happened and that she cannot remember it.

When B turns onto her road, her eyes will glow yellow again and a small pop-up will display:

- "You can't escape us this time B"
- This small cutscene will end with B crashing her car into a lamppost and the scene goes blank.

Prologue layout/Design & Storyboards

→ Intro Cinematic



City scene, showing cyberpunk city. Scrolls left to right. scrolls across to a small suburb.

→ Cyberpunk but London style.
↳ London ~~style~~



Suburb scene, showing a small scope of rural cyberpunk.

→ English style - Post Box ect.
↳ Shows the date.
↳ December 12th 2146



Shows Beatrix's house from the outside.

↳ House will seem identical to others on the street
↳ Alarm sound plays and screen goes black.



Shows players the time, giving them a beginning to a daily routine.

↳ Players will take over from here.

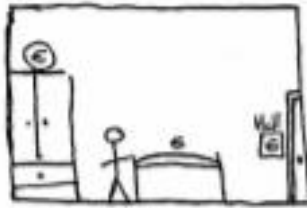
→ B's house.

• Players will have freedom to do tasks in whichever order they want, however for planning purposes the story boards will show in a scripted order.

Figure 1: Storyboard #1

→ B's house.

→ B's room.



→ ⊗ = Stands for thing B can interact with

↳ ⊗ = Stands for items that B needs to advance.

↳ ⊠ = Stands for doors, players can access most doors to go elsewhere.

→ Wardrobe.

↳ lets players put on B's work uniform.

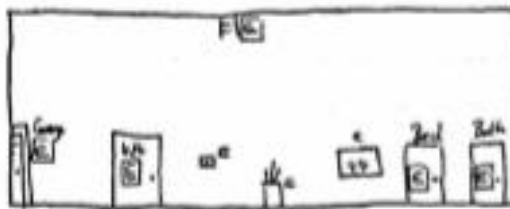
→ Bed.

↳ B says a line.

→ Door.

↳ Sends players to the Hall.

→ Hall.



→ Switch

↳ Drops Attic ladder

→ Bathroom Door

→ Bedroom Door

→ Painting

↳ B says a line

→ kitchen

→ Garage.

↳ Players can't enter yet.

↳ B gives them a reminder.

→ Stand

↳ B says line

→ Bathroom



→ Toilet → B says a line.

→ Sink → Brushes her teeth.

→ Shower → Has a shower.

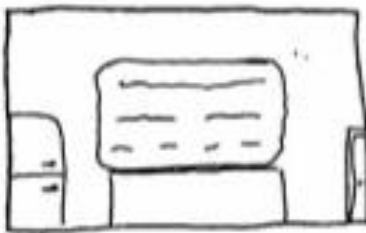
Figure 2: storyboard #2

→ kitchen



- tap → B says a line.
- kettle → B makes herself a drink
- Microwave → B says a line.
- fridge → B grabs a snack
 - ↳ Then says a line.

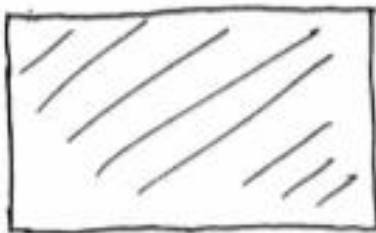
→ After players use the kettle a pop-up as the house fuses go out.



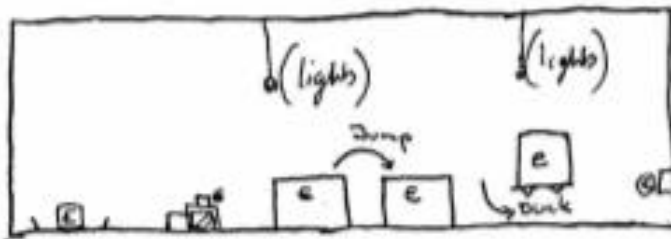
- Pop up will be blue with white writing.
- ↳ B's eyes will glow blue when this happens.

(→ fuses out again! The fuses need flipping again, I really need to speak to my landlord about this, its the third time this week.)

→ Attic. → Switch/ladder will be down regardless at this point.



- Black screen entering the attic, this will be a transition.



- Boxes in foreground → B will say line.
- Crates → B will say a line
- Simple platforming
 - ↳ After the fuses blow is fixed players can enter garage.

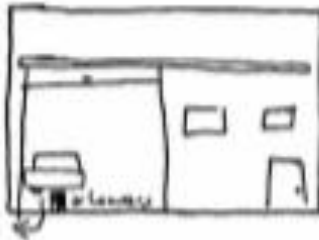
Figure 3: Storyboard #3

→ Garage.



→ Players will be able to leave for work now, that is all there is to do in the garage.

→ To work cinematic.



→ B's car pulls forward and turns to the left.

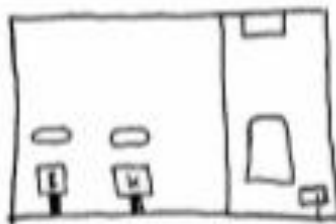
→ Camera stays with the house as the garage door closes behind her car.



→ B's car drives from left to right and passes other cars on the way.

→ The background is a street scene.

↳ Spray paint IRH on a wall. (



→ B's car comes in from the left and parks up.

↳ Sign above car turns from Red to Green.

↳ Players take over after the scene and B ~~player~~ gets out of her car.

Figure 4:Storyboard #4

→ B's Work.

→ Outside B's work.



→ B's car

↳ B makes a comment

→ Kevin's car

↳ B makes a comment

→ Missing car

↳ B makes a comment

→ The scene will be set at dawn

→ Work sign → Lore into world / Building.

↳ 2103 - This plaque was won by Her Majesty Charlotte II to symbolize the unification of Human and Robot kind.

↳ 2126 - Building converted from a human care home to a Robot accessible one.

↳ B will comment on the plaque.

Figure 5: Storyboard #5

-----Still a WIP-----