**STORY DOCUMENT**

**FOR KERA**

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**PROBLEM RELATED TO NANCY**

If you read the previous part, you know Nancy has been subjected to an "elevation". She has extinguished that part of her over the years, but she suddenly wakes up this consciousness to help a sibling of three children in the colony of Kera. And she will at the same time want to make a human update. Her mission is to :

**MAKING THE PERFECT HUMAN**

Nancy's problem will come from the fact that she has risen. That's still an advantage. But she remains a machine programmed by human mind. And many concepts inherent in the human being escapes her and distorts her calculations to make man perfect. Her theory is that if the human is perfect, it will do less harm to himself and to those around him. Except that for this purpose :

* The human being can know the future in order to avoid doing actions that harm him. Which is absolutely not possible for him. Nancy herself can predict the future but based on probabilities and ancient events. Even if she has an advantage due to her elevation coupled with her hardware functions, she can never achieve 100%. Human being remains unpredictable in certain situations motivated by probabilities that have not been basically taken into account
* Human being forgets.
* Human being is weak (dead) and has physiological needs to satisfy (hunger, thirst, tiredness, etc.)

Nancy could’ot surpass these essentially immutable aspects of the human being. So she decided to turn them into cyborgs. She carried out her tests on few troublemakers who began to stand out in the colony. But she realized that once they became cyborg, they acted without an ounce of trouble until a certain stage. When they should receive digital updates and biological care. These steps were necessary on his subjects for his project to come to an end. Either they would die because of clinical failure, or become completely machines, or become worse than before.

And a new problem was added to her list:

* Creating humans 2.0 without making them lose their humanity. His elevation made him love the good side of the human. And she wanted to keep it going.

These are not just postulates listed just to justify Nancy's behavior. But, it should be noted in her behavior, in her dialogues, in the actions she takes to thwart the mercenaries who come to disable her.

I do not want missions or unnecessary events in the narrative arc. Every mission must have a purpose whatsoever to discover or understand the universe we have created or to develop the current history, focus on a former event. For example, there may be a mission during which players will know and understand why Nancy tried to make a revolt a few years earlier and failed. Or you can focus on a specific character that brings something to the story, weight and add to that XP and rewards.

I don’t want quests that will cause players to say "bof, we could have done without it" or that the mission is a mission that won’t be remembered. Of course, dialogues, script and cutscenes must go in this direction and help this direction. We don’t have a very strong multi yet so let the players live a beautiful story. And if they can chill, that would be a plus.

For example, one could use the siblings that Nancy takes with her as characters to show the non-monstrous side of the AI. She treats them well, laughs with them, in her own way. This siblings reminds her of her creators. So a mission might be to investigate and seek out who these creators are and why it has attached so much to siblings.