basically there are 3 main characters :

* You, the Player, as the player in 2018
* The Robot, janitor robot for huge company in 2118, who has been hacked.
* Hacker, unknown character in 2118, trying to destroy the huge company.

The intro of the game is the Hacker connecting the Robot to the Player, where the Player thinks they are just playing a game, but are in fact controlling the Robot to commit a heist/destruction of company for the Hacker, unknowingly. The Player thinks they’re just playing a game but are in fact doing a big crime for the Hacker.

If the Player continues to interact with the Robot in consoles, they’ll figure this out together and work together to figure out who the hacker is and take them down (Using buddy cop films as kind of inspiration for the Player/Robot dynamic) and also be able to take down company if they want, with choices to kill actual people on the way as well instead of just robots or turrets.

If the player doesn’t interact with robot then they’re doing exactly what Hacker wants and take down the company while just thinking it’s the game and Hacker gets away scot-free