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Game Storyline/ Character Development

Main Character Planning and Background Paper

The main protagonist is Michael Walker, a tank specialist who was given the task of commanding a new model of armored vehicle. Michael grew up in an military family, his father, Kyle Walker, is still in the military but his mother, Diane Walker, had to retire because an explosion that took one of her legs. When his father was deployed the responsibility fell to Michael to take care of his mother, he grew up a lot faster than most kids because of this. Once he turned 18, he enlisted in the army despite his mother’s disapproval. He joined the US’s Armored Division and through multiple successful deployments, became the commander of his own tank and crew. His skills as a tank commander also earned him the title of tank ace. When the Alien robots (for the life of me, I cannot think of a proper name for these guys) attacked, nothing could stand against them. No matter how good of a commander Michael was, once the aliens adapted to tank warfare no amount of strategy could win. That is until the Multi-Stage Armored Walker was deployed. A complicated armored vehicle designed specifically to counter the aliens’ ability to adapt. This design showed promise, but it was the most complicated armored vehicle to date, and it needed a skilled crew to pilot it. That’s when Michael and his crew begin their training as Walker pilots. (The tutorial begins here)