In Media Res and The Heroes Journey:

* The fundamental idea is that the player starts a robot and the cube frees him
* We explore the idea of **free will**, **lust for power,** and the **Nuremberg defense**

The player gains the following traits over time:

* Prologue: nothing
* Chapter 1 complete: Thinking, Indifference, Discontentment, Cruelty
* Chapter 2 complete: Fear, Curiosity, Sorrow
* Chapter 3 complete: Critical Thought, Remorse/Guilt, Greed/Charity, Joy/Wonder
* Chapter 4 complete: Hope and Humanity
* Ending: Comes out of it redeemed or a power hungry tyrant. Your choice.

The basic idea being something along the lines of:

* Player starts as “I” during the tutorial, quickly dying. Here we introduce the idea.
* Player thrust into the the middle of the action pretty quickly. The player is quickly fighting through hoards of golems on the enemy surface.
* “Project Evolution”, the player, the final boss, the world, and the Cube are referenced in books, mission briefs, etc but nobody quite explains what any of this is yet. The final boss and all the futuristic tech follow this same pattern. You “get access” to them, but then later it is explained how they came to be.
* Picking up the first cube piece “frees” part of you, allowing the character the ability to recognize and employ “Free will”. This grows until the cube is done at which point the player could be considered to have gained “humanity”
* This leads to a moral choice: Kill the AI that employed you [Redemption] or Kill the Cube [Power]. Both lead to a similar final boss and the game’s ending changes a bit based on your choice.
* It makes sense that in the case of killing the final boss, the ship explodes and you must escape.

Other information:

* The player must return to the hub after collecting each piece as to not lose it. This gives us time to let the player **think** about their actions, read more about the mission, and upgrade their gear if they have parts (add tutorial reminders!).
* The player should interact with the final boss and anyone else relevant in a tone that fits the story. This is likely to be cold and factual at least at the start. Perhaps sympathetic or more emotional at the end.
* We also clearly need to clearly define who the final boss is. The tutorial helps, but clearly showing him to be a cold, pragmatic, powerseeker through documents and research briefs could help. E.g. the fact he killed the entire team on the ship.
* As a mechanism to provide more lore, we need to add a library where you can see mission briefs and re-read planet lore.
* [Maybe] Interacting with the cube gives fragmented dialog leading up to its completion.

**Misc.Information**

Different types of documents

* Mission briefs
* Intel/Research stuff on hub. Information on your boss and the past iterations of the project. Include journals from A,B,C… and the researchers. prominent near end of the game in the research lab which unlocks.
* Vardus books/lore - “The history of Vardus” [NOT BETA CRITICAL]
* Player thought bubbles as the game progresses

Setting:

* Dying planet of Vardus
* Hub
* Surrounding galaxy to the extent that it’s needed for the story

Cut-scenes (term used loosely):

* The intro?
* Death
* Cube pickup
* Final door opens

We also have some aspects of a hero’s journey.

* Start as someone irrelevant
* Call to adventure by an unknown superior
* Start very cold and dystopian
* The cube serves as a supernatural aid over time. When it is complete, you realize what you are and what you’ve done. You are then given the chance to atone for your mistakes.
* The monsters serve as the challenge

Scattering pieces of data around about characters and never quite painting a full picture might make things more interesting. Same with the world. I think we’re intending to do this anyway