**Project Red Shift - Story**

**OverView:** It is 1972, the Space Race has become corrupted by the Cold War. The optimism of the Moon Landing has given way to a land grab across the Solar System. Both the United States and USSR vie for resources and space stations. Thrown into this mix is a newly drafted fighter pilot named Robert Verne, who must make sense of it all as he survives each mission. The situation in space has bogged down into a quagmire. The massive distances between stations, targets, etc has created a sort of jungle. Lurking behind any asteroid, in any sun beam, around the next moon, is the enemy.

**Perspective:** The story is told from the perspective of Robert himself, as he recounts his missions. Each mission begins with Robert talking to his military therapist. Robert is suffering from PTSD after his tour of duty. The story leaves Robert’s specific actions in a mission up to the player, but narrates the overarching points to the audience who is sort of the therapist.

**Theme(optional):** a big one is anti-war, much like the backlash against Vietnam and a lesser extent the Iraq/Afghanistan excursions. By focusing on the individual in a war, we can see the stress of war, the soul searching, etc. Oh and the player gets to blow things up. Another theme is isolation, Robert spends massive amounts of time alone In a ship. His friends are generally just voices over the radio and the enemy’s just dots in the void. Over time this creates a permanent sense of isolation for the player and Robert.

**Characters:**

**Robert Verne:** a 22 year old USAF veteran. He is 18 at the start of the actual story, but 22 when interviewed by the therapist.

**Therapist:** Framing device. S/he asks questions and sets up each mission with a bit of dialogue. Also s/he asks questions of Robert that will reveal more about Robert as a character.

**Liam Andrews:** Roberts wingman and best friend. Liam convinced both of them to sign up for the USAF before the war. Liam argued that it would be awesome to explore the Solar System. Liam represents youth, sense of adventure, optimism.

**Mission 1:**

**Scene 1:**