

## **Core Group**

### **AUSTIN (the explorer/the orphan)**

- Motivation is the pursuit of happiness, he is adopted and needs to get to the AI for answers
- What would he do if he didn't have to worry about engineering or anything? His motivation is very pure and he could have many
- He is in love with Taylor and that is the love triangle
- What else motivates him?
- he wants to see the world
- he is very confident in what he wants
- Just wants to explore
- Thinks that going on this quest will make him interesting to Taylor, also thinks it just might get him laid in general
- Austin is just a normal dude

### **BOB (the colin type, passionate engineer, he dies, the hero type) (kind of like MZ from The Social Network, or Walowitz from BBT)**

- Motivation is to prove his worthiness in the battle arena and become relevant
- He is still worried about the exams they were studying for
- Engineers are irrelevant, he wants to stand up to them and fight against them
- He really wants to make engineers relevant again
- Bob is kind of like Sheldon

### **CLAIRE (in love with AUSTIN) (she is the main since she has the highest potential for character arc)(the explorer, the lover, the innocent but evolves, super bubbly)**

- Motivation is to stay with Austin and be along side him because she loves him
- She's a regular gal, isn't sure of her own happiness
- The most confused of the trio
- Wants to explore and find herself
- Also doesn't want to be labeled as "just an engineer"
- Wants to be more than just a nerd but her friends make it really hard to do that

## **Villain**

### **STEVEN (the ai)**

- A villain because it has perverted the world the protagonists knew and loved

### **AGENT SMITH -**

- the villain
- the provider
- the helper
- the princess and her father
- the dispatcher
- the hero
- the false hero

## **Character Ideas:**

### **STEVEN**

- What does Steven want? Emotions. It can quantify all physical concepts, but the human mind is too difficult for even an AI to simulate. So it is trying to get around that roadblock by getting enough emotions from people to essentially curvefit its experiences to a feeling.
- How is this villainous? A good curve fit requires a lot of data, lots of sampling. There is an excess of common emotions, but what about the uncommon feelings? Steven is going to be pushing and encouraging dangerous/irresponsible/excessive behaviour in an attempt to get more and more unique data.
- This won't necessarily be consensual. Ex: Steven has plenty of data from emotions at parties, so to get new data it sends Smith to spike the punch and see how changing that variable affects the data.
- Whenever the AI appears during the majority of the play (if we even decide to show him), he should just be represented by a distorted voice paired with a visualizer effect. To preserve the secret of his identity.

### **SMITH**

- Since Smith is essentially the physical presence of the AI and he is trying to buy people's emotions, he should be charismatic in that Patrick Bateman way. He sounds nice, until you actually pay attention to what he is saying.  
<https://www.youtube.com/watch?v=vzN3qO-qc8U>
- What does Smith get out of the partnership with the AI? Why is he the lucky one who gets a direct line to "God"? Did Smith create Steven? Maybe Smith wants to be uploaded into an AI body as well.
- Smith should be present in the earlier, pre-Singularity scenes. Give him a few throwaway background lines, suggesting that he is in machine learning or AI research
- Smith has a habit of appearing and disappearing in odd locations. He turns a corner and disappears, or shows up behind the protagonists in a room with no other entrance.
- I am picturing Smith as the character played by Colin Salmon in the movie "Exam"

## **BOB**

- One of your earlier ideas is that a character 'dies' by transferring into arts. What if that is Bob?
  - Bob went into engineering because he wants to be the best, and be recognized as the best. He likes engineering, but he likes having his ego stroked more.
  - When the world changes, Bob still tries to be the best engineer ever, but he is at a disadvantage because of how far and away everyone else is thanks to Steven.
  - He keeps on trying to climb, and is getting more and more depressed because he is now the 'art student' he mocked. He is smart, but that doesn't matter anymore.
  - So he decides that now that he is a failed engineer, he should go a different path to get that ego stroking. Even a mediocre artist gets more respect than an engineer here

## **TAYLOR**

- The object of Austin's longing, but we shouldn't actually see her because he is chasing after something that will never happen
- Alternatively, Austin has an idea of Taylor he is in love with, but when they actually interact she turns out to be completely different, which breaks the illusion he had of her. This drives Austin to realize Claire likes him

## **STEVEN AND SMITH (Misunderstood)**

- Bizarre and outlandish circumstances causes their motives to be completely misunderstood as malicious.
- These circumstances are absolutely absurd
  - Smith's last name is Deeth, but when he hands the protagonists his business card a printing error makes it look like Death
  - Smith has a naturally strange way of talking that makes it seem like he is ready to go full supervillain at any moment
  - Steven says Laurier has objectively the better business school (he meant buildings, not program)

## **MINOR CHARACTERS**

We probably need to fill in some scenes

### **Mario**

- One of Austin's close friends. They are very similar, but because they are off term they don't get much of a chance to interact.
- After the Singularity, Mario is still working in Silicon Alley in a dead end job at a failing startup, because he thinks that the company is going to turn it around and he needs to be in at the ground floor
- Very depressed and sad with his life, feels very unfulfilled.

- Originally wanted to be something else, but he let peers talk him out of following his dream, and now that Steven is actually making that career path rewarding Mario feels like he has failed at life
- Meeting Mario is part of Claire and Austin's catalyst that they don't know if they want to be engineers
- Mario is the "Impact Character"

### **The Brogrammers**

- The other main team at the Battle Arena
- They live, breathe, eat, and sleep Engineering and fitness
- They are what the protagonists aspire to be on some level
- Smart, successful (even in the new world), athletic, charming, the works

### **Cum Meet The Guru**

- Minor guy who shows up in Silicon Alley
- Preaches following your dream, but doesn't actually follow his
- One of the few engineers who actually manages to make a living thanks to his sex toys
- Fisto (Programmed to please), The Fapkins (Make the Hard Easy), Love Pocket (Keep your valuables in your pocket), Thrustmaster 16000M (A joystick), Thrustmaster 16000X (A "joystick")

### **Leonardo**

- *The* pretentious artist, but he actually has the skills
- Great painter, but all his paintings are just impressionist bullshit
- Winner of the Art Hackathon
- Where would he fit in?

### **Columbus**

- Austin and Claire meet him briefly
- A foreign explorer. Since the singularity he has been travelling the world to experience all it has to offer
- Seeing how much he enjoys (and how much Steven pays for that enjoyment) is another catalyst that sparks their idea to follow their dreams

### **Rene (a minor villain of sorts)**

- Exists solely to say "I think not!" and then disappears
  - That is how this "villain" is defeated. They trick him into saying "I think not" and then he is poof.



