CYBERNUKE

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Story:

The story revolves around the protagonist, who is named by the player.

The protagonist is an amnesiac cyborg who wakes up in a destroyed, futuristic city that is swarming with feral monsters.

The primary objective of the game is to recover your memories.

One of the recurring pieces of imagery throughout the game is the sight of the giant tower in the center of the city, which is still intact after whatever disaster befell the city.

You learn later on that most attempts to get to the tower end in death, it is very dangerous (the player is *allowed* to go, they will die though until they get the necessary memories)

The start of the game has you waking up in a dump, with zero indication of who you are and where you are.

This portion of the game is used as a tutorial for the player, where they learn the basic mechanics, fight a monster, etc.

They will make their way from this area to a safe zone within the city, the home town.

Here they are introduced some friendly NPCs like shopkeepers, weaponsmiths, cybermancers (essentially ripperdocs), etc.

In the town the player will be able to take quests, help NPCs, manage their equipment, or just go out and explore.

Some potential areas:

Sewers; an upper and lower layer

High-rises; multiple buildings, maybe connected on the upper levels

Ghettos, slums; poorer areas of the city prior to the disaster, could house survivors

Military bases, airfields; high-security areas with dangerous enemies and good loot

Laboratory; secret lab conducting experiments on the city

Ground Zero; starting point of the city’s disaster

Robo-industrial Park; factory area with a lot of robots (both hostile and neutral)

Virtual City; a subsection of the city that exists within a virtual space

The Tower; final area of the game

Possible enemy types:

Mutated people; fish people, dog people, cat people, etc.

Robots; dangerous robots scaling from malfunctioning helper bots to lethal military killbots

Zombies; self-explanatory, possibly the result of experimentation rather than nuke

Godzilla; a Godzilla rip-off just to spice the game up, doesn’t target the player directly but messes up the city around them

Shadows; the shadows of those caught in the nuclear blast, they are very hostile

Demons; the destruction of the city has brought demons onto earth, somehow

Mutated animals; scary fish, rabid dogs, cat people, etc.

Cyborgs; people taken over by their cybernetic implants, cyberpsychosis on steroids

Maybe get some inspiration from fallout, wasteland, metro, etc.

You will come across fragments of your memory as you progress, which will lead you towards the revelation that your full memories lie at the top of the tower.

The tower section is similar to the “point of no return” in cp2077, once you enter the tower you either die or reach the top.

The tower itself is half operational, however large parts of it are damaged, and there are dangerous enemies on every floor.

The recovered fragments of your memory allow you to get into the tower and access pretty much everything, tying to Possible Ending 1.

Possible endings:

1. You were the CEO/Leader of the business that used the tower, and you caused the disaster for some unknown goal