CYBERNUKE

Vance B. / Kenneth W.

Story revolves around the player trying to find their memories and fully piece together what happened.

These memories are in the form of data chips that the player is drawn to through unknown means.

Multiple data chips scattered across the city, with the final one being in the Tower.

Divided into 3 parts: Prologue, Chapter 1, Chapter 2, Epilogue

Prologue:

The player wakes up in a garbage dump on the outskirts of the city.

The distant lights of the city shine bright on the near horizon.

Here in the garbage dump the player learns the basic mechanics, tutorial area.

The player feels something nearby and finds the first data chip.

It reminds the player of what happened to the city, a big nuke was set off and the city was sent into another dimension.

Then a zombie shows up, player fights it, then encounters a giant horde of zombies, starts running towards the city.

End prologue.

Chapter 1:

Player is still running from this big ass zombie horde.

As they get close to the city the encounter a group of humans (luckily friendly) who lead the player back to the safe zone town (Tranquility Town or something).

The player gets acquainted with the townsfolk, some are suspicious of the player, other drama, etc.

Player gets their own house, player can interact with the shops, help others (quests), or go out exploring for the data chips.

Chapter 1 ends once player gets all data chips outside the tower.

While the player’s mind has been wiped, they still hold the prejudice they had when they were the CEO of the tower company; the player doesn’t understand why they hate some things though. Maybe leads to interesting story.

Potential Chapter 1 Storylines:

Chapter 2:

Once the player gets all data chips outside the tower, they know the last chip is in the tower.

The player enters the tower.

Once the player gets the last chip the game ends.

Epilogue:

The ending reveals that the player was responsible for the Normality-Upsetting-Kinetic-Explosive (N.U.K.E.)(funny) device being used.

The player has the choice to return the city back to normal reality or keep it in the separate dimension.

Insert some moral conundrum here, like maybe some people actually like the separate dimension more than normal reality (allegory for escapism).