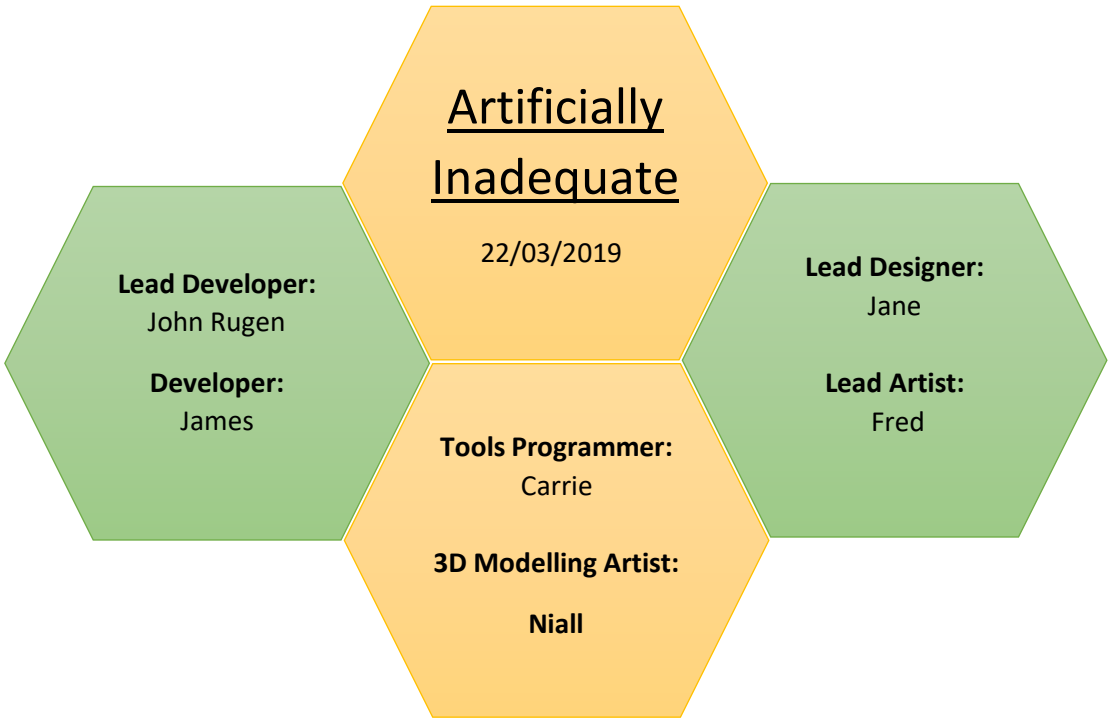


This is the treatment document for "Artificially Inadequate" published for Big Wheels Corp. This document was created on the 22nd March 2019 by lead developer John Rugen.

Game Analysis

Artificially Inadequate (AI) is an interactive story game that borrows gameplay conventions from other genres to create a refreshing and exciting gaming experience. The player controls a humanoid robot and is constantly met with morally challenging decisions. Throughout gameplay the user is exposed to dialogue that matches their decisions and experiences within the game. The gameplay features puzzle and shooting mechanics, alongside a light upgrade system. AI aims to create an unforgettable experience through direct feedback from the players choices without breaking the third wall; alongside a thought provoking and branching emotional storyline.

Overview

Mission Statement

The player takes control of a robot fresh from the assembly line in a large factory. The player is constantly met with dialogue that instructs them to complete tasks. These tasks can be ignored by the player whilst they explore. The player may experience different endings due to their decisions. If they chose to ignore orders and explore, this will be reflected via constant dialogue. The user has the option to upgrade the playable character; however, this will impact other robots' behaviour towards the player. The story unfolds as the user uncovers more of the factory, it's soon discovered that this building has a dark motive. It's up to the player to decide what to do with this information. The player may be met with force, in which case the gameplay shifts and adopts third person shooting

features. The game aims to pull at players moral compasses whilst challenging the generally adopted preconception about artificial intelligence.

Genre

Artificially Inadequate takes a few core genre conventions and blends them into an enjoyable fresh experience. The main underlying genre of this game is Interactive Storytelling. The main pushing factor for the player to finish the game will be the interactive story. However, to enhance the gameplay experience it will also feature shooter and puzzle genre conventions. Players will be able to equip weapons and use them to destroy their enemies. Throughout the game, there will be a variety of puzzles the player will have to overcome to push through the story. This adds depth to the gameplay.

Hooks

- A branching interactive story with dialogue that represents the players choices, even when that choice is extraneous to the main story. The player is met with a voice played through speakers throughout the game. This voice is tasked with controlling the playable character and reinforces their choices through dialogue. This creates a user experience that immerses the player and allows them to feel in control.
- Various puzzle elements to keep gameplay fresh. Players are tasked with solving riddles and puzzles to progress throughout the game. The puzzles differ to keep gameplay fresh. Most puzzles are optional, and their sole purpose is to reward the player with upgrades. This allows players who aren't comfortable with puzzles to progress through the story, yet reward players that explore the game and its mechanics.
- Third person shooter mechanics with a variety of different weapons. Players can change weapons throughout the game and each weapon allows for different playstyles. The player may choose a standard assault rifle and the gameplay will reflect that of a standard military shooter. However, the player may choose to change weapons to a metallic dodgeball which then switches the gameplay into a more comedic fighting experience.
- An emotional and thought-provoking story. The goal of the games story is to provoke emotions and allow for reflection after completion. The game itself doesn't feature a happy ending that most do. It features an ignorantly happy ending in which the player doesn't understand the implications of what they've done. It also features two very emotional endings that reveal the players choices and their huge implications.
- An upgrade system which allows users to customise the playable character. Whilst this is relatively light it reinforces the idea that they are in control of the player and their choices matter. They may choose to have the ability to hover, but this ability visually changes the playable character in a way that they could be seen as a threat by other robots. Each upgrade is classed as a decision, and each decision has ramifications.

License

Artificially Inadequate will be created within the Unreal Engine. Their license states that companies and individuals are allowed to create commercial products. Upon release Unreal receive 5% of all worldwide gross revenue. Unreal Engine will be given adequate references and credits within the game.

Gameplay Highlights

- A 3D world with a futuristic yet minimalist design. The player enters a world that's clearly within the future yet there's an eerie dystopian feeling that urges them to discover more about the world.
- Various challenging puzzles that reward the player yet don't lock story progression. Not all players are comfortable with puzzles, so they are classed as secondary objectives that allow the player to enhance themselves through rewards.
- A plethora of different weapons that give unique gameplay experiences and feelings. From guns to metal dodgeballs and throwing axes, the player can choose different weapons and experiment with different playstyles.
- The players choices are met with unique dialogue experiences depending on the choice. Even if it's as simple as going into a dark room, that choice will be relayed via dialogue.
- A constant feeling that they are doing something wrong, as the player explores the dialogue will urge them to return to their workstation and not continue.
- An emotional story that is revealed throughout play. The story unfolds to a point when the player has to make a very important decision.
- A variety of different enemy types that reflect the players weapon choices and upgrades. The player may have chosen a hover module, so they may start to see more anti-air guns in play.
- A few main characters that push the main story forwards and create a feeling of realness. Voice acting is important, and this will be a huge focus to create a realistic and enjoyable game world.f
- The feeling of exploration, the player can explore parts of the factory whilst feeling like they shouldn't. This creates an experience in which the player feels like they're exploring more of the game than intended.
- Various parts of the factory are vastly different. One minute the player may be in a medical bay, the next they'll be in a defective robot area full of interesting characters.
- One life, the player only has one chance to complete the game. If met with death, they will have to restart the game. This game is supposed to be played with fear of death and this reinforces this.

Online Highlights

Artificially Inadequate (AI) will be entirely single player, no internet connection is needed to play the game upon installation. However, with it releasing to Steam our plan is to introduce achievements. Steam allows developers to include achievements and statistics within their games that can be displayed on the users Steam profiles. This increases user engagement. The scope of AI allows for users to experience different gameplay experiences within their first few runs of the game. Adding achievements will enhance this, allowing users to compare their playthroughs with friends and game communities. This should lead to higher user engagement and play retention, which in turn could possibly lead to more sales.

Technology Highlights

Artificially Inadequate (AI) will be created through the Unreal Engine. This allows the development team to start work on the game immediately. Creating an in-house engine for the game would increase the budget and development time considerably. As stated within the license section of this document, Unreal Engine takes a 5% cut of revenue. This is a trade-off the development team is willing to take due to Unreal Engines development speed. Adding assets to the game world is done in a way which allows artists to quickly create mock-ups of their ideas. This allows artists to quickly prototype and test assets whilst programmers are working on other aspects of development. This greatly reduces development time.

Art and Audio Highlights

Audio is an important aspect of most games, and Artificially Inadequate (AI) is no different. Voice acting will be a big focus within the game. As the player is constantly met with dialogue, and this dialogue is one of the main hooks of the game it's imperative that the voice acting is perfect. To accommodate for this, a slightly larger budget has been added to allow for casting and production.

Game sounds will be recorded in the studio, with music being funded from the budget. Sound and music are important too but giving these aspects a smaller budget allows for a large budget for development and voice acting.

Platform

Artificially Inadequate will be releasing on PC, aimed at the Microsoft Windows operating system. It'll also aim to release on Steam as it currently holds the largest market share within PC gaming. The addition of achievements, statistics and exposure make Steam a clear choice.

Hardware

As development continues the minimum specifications may change, below shows the projected specifications required to run Artificially Inadequate. The scope of the game, prototype and general guidelines from other similar games have been considered. It's important these are set correctly so that users with the minimum specifications can still experience the game with constant framerates and stability. As there is no planned release for consoles these will not be included.

OS	*Windows 7 (64-bit)*
CPU	*Intel Core i3-2155C 2.0GHZ or AMD Athlon II X3 460 3.4 GHZ*
GPU RAM	*2GB Video Memory*
GPU	*GeForce GTX 960 2GB or Radeon RX 560*
HDD	*20GB Available Space*
DX	*DirectX 12*
I/O	*Keyboard and Mouse*

Target Audience

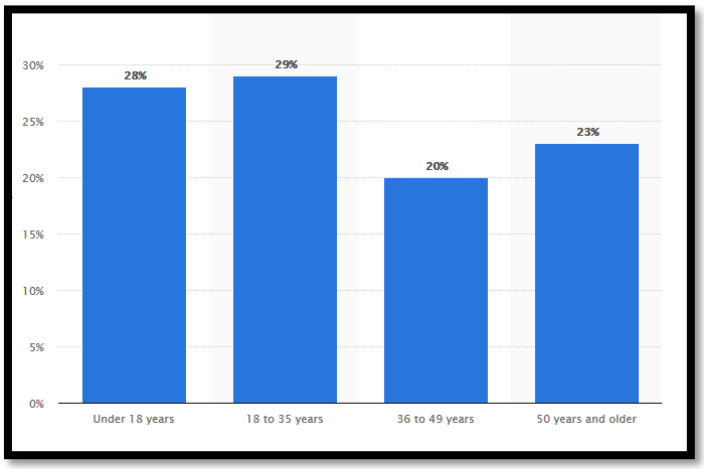
Artificially Inadequate (AI) is, at it's core an interactive story game. Whilst it features mechanics from other genres, the main selling point of this game will be the story and how users interact with it.

Interactive story games could be placed into different genres as the standalone genre is very broad, this effects the genres target audience. Steam is the largest PC games platform currently with around 47 million registered users. To research target audience, it would be helpful if steam

released demographics and statistics for games, however that resource isn't released to the public. Because of the reasons stated above, the target audience for this game is difficult to pinpoint. A general outline of the target player is better suited.

Whilst Steam doesn't release information about specific games audience, there has been studies that aim to quantify the age of gamers. These statistics are for gamers within the United States and was conducted in 2018. So, whilst these statistics aren't applicable across the globe it's still important to take these numbers in to account. Catering to a very wide age range could lead to a confusing experience for players, AI settles on ages 16-30. Whilst it's a slightly wide rage, most gamers within this age range have similar interests and catering to this group won't create a confusing design.

The target player for AI would be either male or female, 16-30 and has some experience within video games. This is due to the different mix of genre mechanics; the player would benefit from prior experience to gaming on the computer. The player would ideally enjoy branching stories, and interactions that change the way the story pans out.

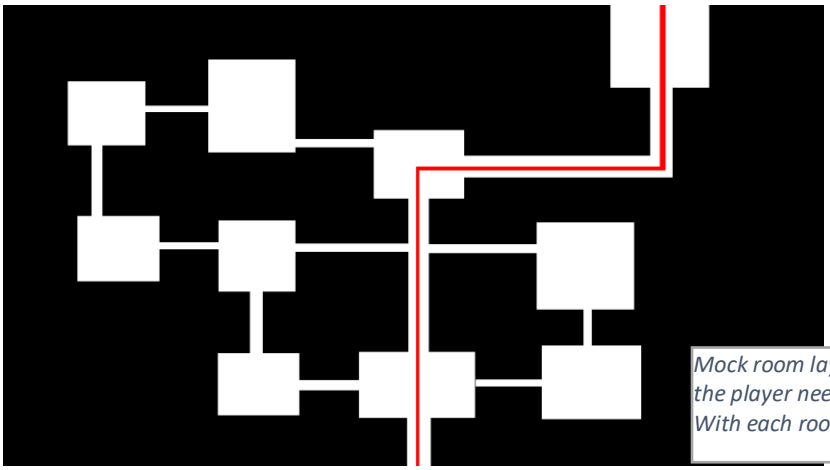


Age breakdown of video game players in the United States, 2018. (Statista, 2018)

Level Design

The level design within Artificially Inadequate (AI) will aim to create an interesting and enjoyable experience throughout gameplay. Each part of the factory will be split up into rooms, loading screens will not take place upon initial load. To help with performance each room will be blocked off via doors and loading will be done as players approach doors. This creates seamless transition into new rooms.

Exploration of the factory is important and to give the player the feeling of an open-world we need to adopt some design techniques. Branching rooms should be set out in a way that allow the player to take one route, and eventually come back to the linear path. This could be done by allowing the player to branch left or right and keep doing so until the rooms loop back to where they came from. This can't always be the case however, but by ensuring this is done as often as possible it will eradicate most backtracking. This is important as the pace of the game should be kept stable throughout the whole game. The player should feel like they shouldn't be exploring and at any minute they will be punished for it. By keeping backtracking to a minimum, this allows them to continue a fast-paced exploration fuelled by this feeling of impending danger.

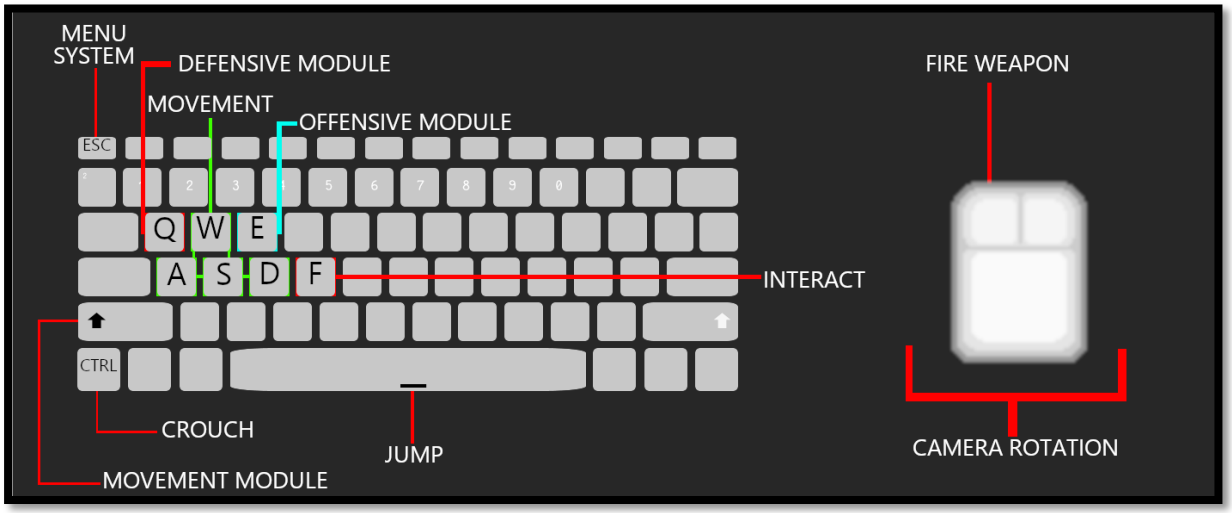


As seen in the diagram, the player would be able to explore various rooms. The layout should give the feeling that they are exploring a large open world, when in reality it's just a structured set of rooms that lead back to the main path.

Mock room layout example, the red line shows a set route the player needs to take to advance throughout the story. With each room along the line being essential to the story.

Control Scheme

Artificially Inadequate will be releasing onto PC platforms without controller support. The control scheme is designed to be intuitive yet simple. The controls have been chosen to follow the universal guideline layout for games. Movement, shooting, jumping, crouching and movement abilities are often assigned to certain keys and Artificially Inadequate follows this to allow for players to feel comfortable whilst playing.



WASD	Player Movement
Space Bar	Jump
Left Shift	Movement Module
LMB	Fire Weapon
F	Interact
Q	Defensive Module

E	Offensive Module
Escape	Menu System
Left Control	Crouch (Toggle)

Game Aesthetics & User Interface

Artificially Inadequate (AI) will feature a futuristic yet minimalistic art style and design. The game is set in the near future, with a world that has been enhanced by new technology. This should be reflected through the use of clean colours such as white and black. The reason behind this is so that users can instantly recognise they are playing within a futuristic world. However, as the game takes place within a large factory and focuses on different rooms and environments there will be anomalies within the art style. Some rooms may contain various colours and feels as the player delves deeper within the building. These rooms will focus on darker colours whilst still maintaining minimalistic style yet provoke feelings of dystopia. This will be achieved by using metal colour schemes and focusing on a evident lack of greenery. This is due to the strong link green colours have to life and nature. The idea behind these art styles is to enhance the players feeling that this factory contains no life, just robotics. The player needs to feel alone and out of touch with the outside world.

The UI will also reflect the minimalistic art style. The main reason for this is to not overwhelm the player with onscreen images. They are playing as a freshly made robot, and the interface should reflect this. It also allows the user to take in the environment as it's getting more onscreen space. Below is a mock-up of the UI made during the first prototype. The user's modules are displayed on the right, showing a cooldown if applicable. The user's health is displayed in the top left. These two UI elements are the only ones that will be displayed at all times.

UI Mock-up, aiming to create a minimalistic and non-intrusive UI.

Production Details

Gameplay Guidelines

Artificially Inadequate (AI) has a target audience of 16-30. To cater for this the game must achieve no higher than a 16 rating through PEGI. To ensure this rating is met some design choices are required.

Whilst humans and animals aren't showing without the use of cutscenes and can't be harmed by the player it's still important that the violence displayed within the game adheres to the rating guidelines. This means that destruction of robots shouldn't include any fluids that can represent blood, as this draws a line between realism and entertainment. There will be no mention of recreational drugs or sex.

Current Status

John Rugen, the lead developer created a prototype during the end of 2018. This prototype featured mechanics that are planned to be used, along with prototype AI with behaviours that will be further developed for the final release.

The prototype captures the feel of the planned final game, the player takes control of a humanoid robot and progresses through a small factory. The player can upgrade their robot with a thruster, pick up different weapons and solve puzzles. This prototype was pushed out to see if the idea behind the game was feasible, after testing it was revealed that the game played well, and further development should start.

The AI within the game should be a large focus to create an enjoyable and optionally challenging world. Within the prototype different types of AI were created. 'Soldier' AI were tasked with finding a weapon and destroying the playable character. 'Worker' AI hid when they saw the player and 'Passive' AI were neutral.

Development Team

The development team for this project consists of six key people, each from different backgrounds allowing for a wide variety of experience within the team.

John Rugen, the lead developer for this project. He has worked on a variety of games. Mostly small indie games with various teams. His ability to lead different teams to success has become apparent throughout his work.

Jane is the lead designer for this project. She has worked on many games with a strong and deep story. Her ability to adjust game design around the projects team has become extremely strong throughout her past ventures.

Fred is the lead artist of the project. Fred has worked on multiple small indie games and is ready to tackle a larger more ambitious game. His artwork has improved greatly, and his style matches the general idea we have for this game. He focuses on futuristic art whilst maintaining a minimalistic style with a subtle hint of dystopia.

James is our main developer. He is a fresh graduate and eager to make a name for himself. He has worked within Unreal Engine before and his final year focused purely on C++. He graduated with a first and his work ethic reflects this.

Carrie is our tools programmer; she is also a fresh graduate. She graduated in Computer Games Technology and wants to specialise. She wants to help split the workload of this project and she has created some powerful assets for Unreal Engine that will help us. Whilst working with us she aims to create bespoke tools to streamline development.

Niall is our 3D modelling artist. He aims to help spread the workload with Fred whilst specialising in 3D modelling. Niall has shown some promising 3D models and has made a name for himself within the Unity community by releasing popular assets onto their Asset Store.

Budget

With the current schedule the game is expected to be in development for exactly 2 years. The game engine license is free, so wages will be the highest part of the budget. The team is happy to take lower than average wages whilst working on the game due to passion. I'll break down the wages for the course of development.

- John Rugen (Lead Developer) – 35k annually.
- Jane (Lead Designer) – 30k annually.
- Fred (Lead Artist) – 33k annually.
- James (Developer) – 22k annually.
- Carrie (Tools Programmer) – 22k annually.
- Niall (3D Modelling Artist) – 18k annually.

The total outcome of wages will be **£320,000.**

All assets will be created in house within the team, and as stated before the game engine license is free so there are no expenses within those fields. However, rent must be included for this project. Currently we are paying **£600** per month for the office space.

The total amount to be paid for the office space during development would be; **£14,400**.

Outstanding voice acting is a large requirement for this game, and to accommodate this some money should be allocated to cast and produce. The projected cost of this will be; **£13,000**

Sound will be produced within the studio, and music licenses will be used. The projected cost of this will be; **£7,000**

With these figures in mind, the total budget to create this game will be; **£354,000.**

Schedule

There are six current release schedules for this game.

- **Improved Prototype - 3rd July 2019:** This will be an improved version of the prototype. It'll take the groundwork from the initial prototype and include custom assets.
- **Friends & Family Alpha - 1st November 2019:** This will be the first time the game will get some exposure and testing. This will be a closed Alpha with no marketing plans.
- **Alpha - 3rd February 2020:** This will be the first public Alpha. Once a small section of the game has been polished, small marketing campaigns will be released. Along with these, keys will be offered out to renowned reviewers / testers. This version will feature a polished area for the player to roam around in and get a taste of the final game.
- **Beta - 4th July 2020:** Similar to the alpha, with much more detail added to the start of the game. This will now include a longer introduction to the story and core gameplay loops.
- **Early Access – 1st December 2020:** It will be released to all testers and reviewers again with a few keys being given out to the public. This will be to market the game even more and show off a close to finished version of the game. Between here and full release, final polish and bug squashing will be the priority. Working with the community will be important, with a time gap this big it should prove to be a fruitful experience.
- **Full Release – 1st July 2021**: This will be the final release of the game, including the full release on any storefronts.

Competition

There are a few games that are similar to Artificially Inadequate (AI), these games either feature similar mechanics, story or genre conventions. Here are some games that could be classed as competition, and have been released already:

The Stanley Parable:

The Stanley Parable (Galactic Café) can be seen as the closest competition for AI. This is due to its popularity, narrative and genre. It was released on the 17th of October 2013. This is 8 years prior to the planned release of AI. This means that AI will generally not be competing for sales with this game. It was released on PC, this includes; Microsoft Windows, macOS and Linux. It belongs solely within the Interactive Story genre.

The main hook for The Stanley Parable is the interactive story, players are tasked with following orders. They can choose to either follow these orders or deviate. Depending on their decisions, the game plays differently. There are six possible endings for the player to experience, and many lines of dialogue that can be heard depending on the players choice.

There are multiple differences between The Stanley Parable and AI. The main difference is that AI embraces conventions from other genres. AI gives the player the chance to experience puzzle mechanics, shooting mechanics whilst focusing on an interactive story. This allows for more player engagement and plays more like a video game rather than a short film. Also, players are given the option to customise the playable character with modular upgrades. The customisation will be very light, but it further allows the user to immerse themselves within the world, and change gameplay slightly.

To accommodate these extra features and scope of the game, the total planned endings for the player amounts to three. However, there will be a plethora of different dialogue and interactions depending on the players progression throughout the world.

The Walking Dead Series:

The Walking Dead series is developed by Telltale Games. The first release was on the 24th of April 2012. Most of the series is released on nearly all platforms; Microsoft Windows, macOS, PlayStation 3, PlayStation 4, PlayStation Vita, Xbox 360, Xbox One, Nintendo Switch, Android and iOS.

The series is split up into Seasons. There are currently 4 seasons. Each season is split up into episodes which are released throughout the year. The newest season; ‘The Final Season’ is still within it’s release cycle and will finish on the 26th of March 2019.

The series is an Interactive Story with Adventure conventions. The player is tasked with surviving an apocalyptic world run by zombies. As the player continues through the story they meet a plethora of different characters. These characters react to the players choice and it’s often up to these choices that characters survive or die.

Artificially Inadequate (AI) doesn’t focus as much on character interaction, the notable characters within AI are few. Whilst the Walking Dead series features much more character interactions and character arcs, AI focuses on the players story arc along with interesting gameplay mechanics. The Walking Dead series features fighting, players are tasked with pressing buttons as they appear on

the screen. This creates a moving picture tone, AI features real time shooting similar to Third-person shooting games.

Both games feature puzzle mechanics, however The Walking Dead's puzzles focus on collecting items to progress through the game. AI's puzzles focus on riddles with some basic moving puzzles included to keep gameplay fresh.

Game World

Backstory

Artificially Inadequate will feature a short cutscene as the player begins the game, along with a short tutorial to convey the controls and gameplay mechanics. The cutscene and tutorial will reveal some backstory for the world that they have entered. Most of the lore in the game world is uncovered as the player continues throughout the game.

This game takes place in the near future, Earths technology has advanced hugely in a short amount of time. The year is shown to the players, along with a quick panning shot of a city. The city looks very futuristic, clean and minimalistic. However, there is an underlying dystopian tone. During the cutscene and tutorial it is revealed that they are in a very large factory. Branding can be seen on most machines which makes it evident that the factory belongs to 'InfaCorp'. Assembly lines are seen to be creating humanoid robots. No human life is shown within this factory, speakers are constantly shouting orders from what seems like a human voice. The disconnection between the creation of the robots and humans is important to convey.

As the cutscene draws to an end they can hear the speakers repeating the lines '45 proceed', as one robot' assembly has finished.

Objective

The player is initially tasked with a mundane task of pressing a button, this button helps the creation of more robots. The player can choose to explore their current surroundings. Upon doing this, the goal starts to shift to finding out what's being created within the factory and why. The goal then further changes to reflect this, it's up to the player to stop the production or continue it. The goal changes many times within the game, but the primary goal is to either stop production by destroying the factory or continue it by returning to the workstation.

Characters

45

45 is the main protagonist and the only playable character within the game. 45 is a humanoid robot, part of the newest batch created by InfaCorp. The player takes control of 45 as soon as it has been assembled. 45's body features modular framework which allows for upgradable parts to be attached. 45 has room for four different types of modules. Movement, Offensive, Defensive and the Shooting module.

- **Thruster (Movement Module)**: Gains the ability to use jet thrusters to propel forwards quickly.
- **Sprint (Movement Module)**: This allows the user to sprint short distances very quickly.
- **Shooting (Shooting Module)**: This module allows the user to fire from their right hand. The fire rate and projectile depend on the weapon attached.
- **Hover Redux (Offensive Module)**: Allows the user to hover for a short amount of time by using electromagnetic fields.
- **Enhanced Vision (Offensive Module):** This allows the user to see robots through objects for a short amount of time.
- **Repair (Defensive Module)**: This gives the user the ability to quickly repair some of their armour through the use of Nano-bots. It also gives the user a short movement boost.
- **Shield (Defensive Module)**: Nano-bots quickly erect a shield in front of the user to block incoming projectiles and explosions. It can take a lot of damage before self-destructing.

INFA CORP
Leading humanity to success

InfaCorp

InfaCorp is the largest manufacturer of robotics and nanotechnology on Earth. The leader is unknown, and it is thought they are run by a large collective of pro-tech humans. InfaCorp supplies the world with working machines, military units and medicine bots. They are unbiased with their sales and will sell to any country.

Story Development

Artificially Inadequate focuses on story, and there is a detailed narrative arc with many twists and turns. This section aims to cover the outline of the story along with some main decisions the player can take to change the narrative. It's not feasible to include every story detail within this section, this covers the main story in a summarised format with only large important details.

Beginning

After the tutorial has been completed the player learns that they are controlling a humanoid robot called "45". They start within an empty white room with one speaker inside. The speaker quickly turns on and gives instructions to the player. It's evident that this speaker is relaying the voice of a superior who's in charge of ordering 45.

There are speakers throughout the whole factory so that this voice can constantly talk to the player. It's explained that 45 is tuned into this specific operator and only it can hear the voice.

The player is then tasked with mundane tasks such as pressing buttons, moving items. The player will then find a button which plays music over the speakers, the voice has disappeared. This opens the game up so that the player can explore.

After further exploration the voice returns and continuously comments on 45s behaviour depending on room choices and decisions.

Rising Action

After a few simple puzzles and exploration, the player will find themselves deeper within the factory. The voice wants 45 to return back to its workstation immediately, and relays threats. Threats start to get more serious as the player ignores this.

*At this point the player can chose to walk back to the assembly line and continue pressing the button. If this is done, the button will be pressed a few times and then the first ending will be met. This is the '**Passive Ending**' and can be seen at the end of this section.*

Eventually the player will equip a weapon and is met with force. Military robots blockade rooms and the player will have to fight through these robots.

Climax

Eventually the player will reach a point in which they learn that the factory is producing a new technology called 'EXO-B'.

It is then revealed through self-aware robots that 'EXO-B' is a new piece of Nano technology that is thought to transfer human consciousness and traits into robotic bodies. It's also revealed that 'Infa-Corp' is clearly set on mass producing 'EXO-B' and forcefully exposing the world to its effects.

The player then receives a new piece of dialogue through the speakers. The voice is very different to the one that has been used throughout the game. It's full of emotion and panic, it explains the factories plan. It states that all human life will end apart from the top 1% unless the 'EXO-B' lab is destroyed, and this factory ruined. This pushes the player towards a new goal, to destroy the lab and factory.

As the player progresses to do this, they are met with less unarmed robots and more aggressive visually disturbing robots. These seem to have flesh attached to them, whilst displaying clear robotic

features. It becomes clear that these robots are the first subjects of 'EXO-B' and whilst they seem to have no human traits, just before the player kills them their emotions rise to the surface.

Once the 'EXO-B' lab has been reached the player is met with an important choice. The original voice explains to the player that Earth has been taken over by greed and carelessness. The earths atmosphere is about to collapse after years of abuse through humans. The only way to save mankind and Earth is to continue development on 'EXO-B'. The player is told they can return to their station and save the world or destroy the lab and the Earth.

Falling Action & Endings

After this short interlude, the player will have to decide. Their decision impacts the ending they will receive.

Passive Ending

This ending is met if the player returns to their workstation **before** the climax. The player is seen to keep pressing the button. A cutscene shows a glistening city with the logo 'Infa-Corp' appearing on every building.

Pro-Tech Ending

This ending is shown if the player returns to their workstation after reaching the 'EXO-B' lab. They chose not to destroy it. During the cutscene the player can see 45 returning to its workstation. On the back of 45 'EXO-B' is written in red. A quick shot of 45's face reveals a tear to drop down it's face. The same cutscene from passive ending is then shown.

Pro-Human Ending

This ending is shown if the player destroys the 'EXO-B' lab. A cutscene shows panic within the factory with robots shown to understand the danger they are in. The human voice heard on the speaker is shown to be revelling in joy with family. However, a short time-lapse that represents many years shows the collapse of the atmosphere and in turn, the Earth.

Death Ending

If the player dies during their playthrough a simple cutscene will be shown with 45 breaking down. No story will be revealed during this cutscene to urge players to restart and find out what's happening.

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