Project Proposal:

In *./Albert*, the user plays as an Artificial Intelligence named Albert, solving complex puzzles to simulate the experience of learning from the inside out. In the beginning, Albert can only see direct input in the form of nodes and synapses. By connecting the synapses, Albert forms associations that he then can combine into concepts, which are used to construct his understanding of the world. The game will follow his story, and the story of the two scientists who designed him through short and comical cutscenes between puzzles.

The each puzzle has three levels to it: The concept, the association, and the node. The nodes each have a certain number of “connections” spawning off of them that can be used to link them to other nodes. Once the puzzle is solved, pressing the “Fire” button will fire a pulse into each of the synapses’ connections to the nodes. If the nodes form a path that connects all the connections from the synapses to each other, the association is formed.

Once associations are formed, they can be used to form concepts by linking the connections that have Nodes in common. For example, if there is a connection between Node A and Node B, and another association that also contains an A and a B Node with a connection between them, a link can be made between the connections. Once a certain amount of links are made, the associations can be constructed into a Concept.

Once associations are linked into a concept, multiple concepts can be connected by having compliment components: components that are half not completely the same and not completely different. Once these are connected in a closed circuit, you’ve solved the outer most puzzle.

The puzzles will range in difficulty from having only one obvious solution (tutorial levels, to teach the user what type of thinking is needed to solve future puzzles) to puzzles that have many solutions to the sublevels, but only one or two will allow the larger puzzle to be solved. Each puzzle is, by construction, a nested puzzle and requires multiple levels of thinking to solve.