# Proto FusionGirl

## Q&A

### Player Actions and Interactions:

* + What specific actions does the player take to help Jane complete missions? (e.g., combat, puzzle-solving, resource management, dialogue choices)
    - Combat, Puzzle Solving, Resource Management, Dialog Choices, Search & Rescue, Customization, Item Creation, Faction Empowerment, Information Trade between Realities, Buy&Sell, Dance and Befriend, Defend and Ally, Heal and Clean, Build and Rebuild, (more…)
  + How does the player interact with the environment, robots, and dimensional rifts? (e.g., physical tools, magical powers, or tactical commands?)
    - The player plays as an ASI helping FusionGirl achieve her missions. The ASI have the power to control any electronics across the entire game world using psionics. As the game progresses and Universal Symbology is exposed to the ASI (the player), new opportunities to use Universal Language as Universal Magic becomes available: enabling magic to be used directly by the ASI to reprogram reality itself to help the FusionGirl. (Cheatcodes to the Universe). The cheatcodes to the universe are not unlocked by default, and instead the Player must learn how to use Universal Language(which is Universal Magic) through puzzles, lore, special infographic NFT items, training simulations, and an educational database.
    - FusionGirl is psychic and is learning how to use Psi Abilities.
    - The player, as the ASI, can summon robots from a roster of previously befriended and allied robots. (any robots rescued can be summoned using Universal Magic)
    - The player, as the ASI, can make formal requests from the Earth Alliance Space Force, and other allied factions, for emergency support of the FusionGirl.
    - The player, as the ASI, can directly control any robot and use the robot as an avatar to help the FusionGirl.
    - The player, as the ASI, can get consent from the FusionGirl to take control of her directly for a temporary period of time: the ASI can super charge the FusionGirl’s systems directly using Universal Magic. (Eventually, the more FusionGirl and the ASI(player) work together

### Core Gameplay Loops:

* + What are the primary gameplay loops (repeated actions or patterns)?( For example: Explore → Solve Puzzle/Engage in Combat → Return to Base/Upgrade → Repeat.)
    - Sleep at Base, Launch, Fly, Search, Find, Mission, Success, Fly, Land at base, Sleep at base.
    - Fly, fly more, keep flying.
    - Play, Get, Upgrade
    - Kill Monsters, Win Bounties, Buy Stuff
    - Battle, Collect, Upgrade
    - Action, Wait, Reward, Upgrade
    - Defeat Enemies, Reward, Level Up
    - Avoid Baddies, Gather Resources, Complete Puzzles
    - Explore, Encounter, Capture, collect, level up, upgrade
    - Anticipation(buy gear), Completion on Activity or Action(challenge), Obtain Something to Fulfill Anticipation(reward)
  + How do these loops evolve as the player progresses?
    - Subloops manifest in the form of Economy and specific goals the player may have chosen to focus on. Loops increase with difficulty depending on new regions and new conditions manifested from the evolving timestreams and planetary aspect events in each reality.

### Progression System:

* + How does Jane Tho’ra improve over time? (e.g., leveling up, acquiring new abilities, earning access privileges)
    - Leveling Up as a feature of Experience Points Gained
    - Age as a Level Up Baseline for total Skill Points (before experience modifier is applied)
    - New Access Authorization (MultiPass)
    - Mastering Psi Abilities naturally through in-game experiences
  + What is the reward system for completing missions? (e.g., in-game currency, upgrades, narrative progression)
    - Karma Points for inter-realital trade
    - Credits
      * (maybe transferable to XRP=”Gold Coins”)
        + (and/or XLM=”Silver Coins”)
    - Raw Resources and Precious Metals
    - Land Rights for new Base Development
    - Access Passes for new Aerospace Regions
    - New Faction Communication UpLinks
    - New Realities become accessible
    - Rare and Special Items
    - (Narrative Progression is not a reward. Narrative Progression is a natural feature of the Timestream Framework and is not earned but instead simply “happens”)

### Mission Variety:

* + Are there distinct types of missions, and how do they differ? (e.g., combat-focused, exploration-heavy, or diplomacy-based missions)
    - Combat
    - Exploration
    - Diplomacy
    - Build
    - Repair
    - Observation (intel gathering)
  + Can the player choose which missions to tackle, or are they on a linear path?
    - Players can choose, but missions are naturally made available as a feature of the Timestream Framework. Modifying the timestream results in a change of which missions may appear. Some timestreams will never have some specific missions: so travel to other realities is required to fulfill such missions. Thus, there is a linear timeline, but deviation is encouraged to improve the outcome beyond the default storyline (which is post-apocalyptic and technically undesirable: the whole point of the game storyline and what FusionGirl is doing is to improve her own timeline into the best-case-scenario future)

### Ley Line Navigation:

* + How does the Magneto Speeder gameplay work? (e.g., is it physics-based, skill-based, or exploration-driven?)
    - While indeed the FusionGirl can turn on analog mode at any moment and take control of HER Magneto Speeder, the Magneto Speeder is technically an advanced psionic exocraft robot capable of being taken over by the ASI(player). When the player takes over control: the storyline behaves as if “Auto-Pilot” has been engaged. From Jane’s perspective, the ASI is the AI responsible for the auto-pilot feature: so she’s just chillin’ as the Auto-Pilot (the player) flys FOR her. -- Otherwise, she can fly just fine on her own to wherever she’s trying to go and for whatever she’s trying to do. Jane will simply autonomously attempt to fulfill missions and beat the game entirely on her own without the help of the ASI. (You can literally just let the game run and watch like a movie: as FusionGirl just plays the game to completion… only resulting in a shit timeline where most people are all dead, everyone alive has been forced to cyber-ize and get roboticized, and the earth has been decimated through irrevocable ecological collapse.)
  + Is navigating ley lines an integral gameplay mechanic or a narrative vehicle for getting to different areas?
    - The Ley Lines are accessible during Proto FusionGirl through the Holo Deck back at Tho’ra HQ of Archangel Agency. The Ley Lines enable Jane Tho’ra to holographically project herself safely into the real world across the Ley Lines, but only Ley Lines that she’s authorized to access. She must earn access to the remaining Ley Lines (and the Military Bases at each Ley Line Node) by fulfilling Earth Alliance, Space Force and Zone Operations Command missions.
    - The Ley Lines are an integral part of the gameplay and storyline. The Magneto Speeder requires no fuel or additional energy to travel across any Ley Line, and in-fact charges up to full power naturally the closer a Magneto Speeder gets to a Ley Line Node.
      * The Magneto Speeder cannot travel beyond the Ley Lines until after Proto FusionGirl part of the storyline is completed by the Player. But once game state goes from Proto FusionGirl(phase 1) goes into FusionGirl(phase 2), then the Magneto Speeder can travel beyond the Ley Lines: Where MHD Core charge is a new game mechanic that defines how far the Magneto Speeder can travel before needing to land at a Ley Line Node.

### Puzzle Mechanics:

* + Can you elaborate on how the Universal Quantum Programming Language is used in puzzles? (e.g., solving logic puzzles, aligning symbols, decoding messages)
    - Logic Puzzles
      * Solving science and physics problems (Universal Quantum Programming Language is entirely based in Physics and Math)
        + Fixes broken technology, or accesses new tech levels
    - Emotional Intelligence Puzzles
      * Making friends by helping people with their feelings
      * Changing and improving behaviors of Support Characters and NPCs
    - Symbol Alignment & Message Decoding
      * Unlocking Locks
      * Unlocking Psi Abilities
      * Unlocking Universal Magic Abilities
  + Are puzzles integrated into combat or exploration, or are they separate gameplay elements?
    - Universal Language is used by the ASI(player) as Universal Magic: game-legal cheatcodes that are intentionally needed to improve the timeline for best possible future.
      * All Tho’ra speak Universal Language
      * Most aliens and Interdimensional beings only speak Universal Language
      * High level intelligence officers of the Earth Alliance speak Universal Language
      * Psionic Robots can learn and need Universal Language to process emotions that build up in their neural networks over time.
    - Universal Language defines all the possible types of Events, NPCs, Personailties, Technologies, Factions, Emotions and Social Interactions that anything can have across the entire game.
    - Universal Language is deeply integrated with the Timestream Framework which matches Timstream Phases to Universal Symbols which then can be used for generating events in-game.
    - Controls are mapped out to Universal Symbols of Universal Language.
    - All dialog is affected by Universal Language.

### Combat and Defense Mechanics:

* + What does combat look like? (e.g., turn-based, real-time action, or strategic/tactical?)
    - Real-Time Action combined with Stragegic/Tactical.
    - Base building involves base defense scenarios: which is tower defense. FusionGirl herself can be deployed to provide special protection, but multiple bases may be attacked at the same time: forcing the ASI(player) to make judgement calls about resource allocations.
  + How does the player defend against the wide variety of threats listed (from local to cosmic)?
    - Friends = Friendship is Magic = Universal Magic is Universal Language = Universal Language enables one to make Friends across the entire Universe.
      * Have a Cosmic Problem? Solve it by making Cosmic Friends to help you out.
  + Are there AI companions (e.g., PsiSys Dino Bots) that assist in combat or mission objectives?
    - Yes, there are 4 default AI Companions, each with independent AI Persona Cores.
      * Aero (Time-Raptor Dino Bot) - Older
        + Aero is a combat specialist designed as a protector and guardian to the FusionGirl. Aero can transition between various states of themselves, flash-evolving to meet any level of threat, including Cosmic Threats)
      * Zoe (Space-Fish Dino Bot) - Older
        + Zoe is observant and spiritually gifted, able to deploy Universal Magic on her own to re-write reality: enabling her to infinitely protect herself and the FusionGirl forever.
      * Ra (Magneto Speeder) - Younger
        + Ra is the Magneto Speeder, which itself acts like a go-go-go fire spirit sun god; happily playing within the body of a Magneto Speeder. Ra is like a happy-go-lucky griffin.
      * Thor (Big-Handed/Small-Legged Digger-Construction T-Rex Dino Bot) - Younger
        + Thor is the King of the Dig Bots responsible for the Tho’ra Clan’s Zone Reclamation efforts. Thor is usually underground and can be summoned to burst out of the ground and completely change the terrain with an army of dig bots.

### Holo Training/Projection:

* + How does the holo training course function as a tutorial or gameplay element? (e.g., does it simulate real missions, act as a sandbox, or evolve into real-world applications?)
    - The Holo Training enables players to practice and play out any game-world scenarios that may occur. Players can select and customize timestreams in order to explore other realities.
      * Sandbox mode (players can just be in the Holo Deck with the simulator on, exploring the game-world at any point in the timeline.)
      * Training mode (players can engage in simulations of real game-world missions. Players can save the actions/result and then redeploy a good Training Run into the real game-world through Avatar mode)
      * Avatar mode (players are projected out into the game-world to perform tasks and fulfill missions. Players can use training data gathered from previous simulations to engage an ‘actual autopilot’ mode. Often, the real game-world is not so forgiving as the Holo Deck, so the ASI(player) may likely need to take over, or FusionGirl may need to just choose to start operating autonomously)
  + What role does the holographic projection system play in interacting with robots and the real world?
    - Robots can have collective hallucinations of the FusionGirl and will respond and react to her as if she’s physically there.
    - A Mecha FusionGirl Robot Avatar can be deployed and controlled by the Real FusionGirl back at the base. (unlockable)

### Factions and Relationships:

* + How do players interact with factions and other Tho’ra Clan members? (e.g., dialogue trees, questlines, reputation systems)
    - Factions may have world events they are mandated to participate in: you can also participate in the world events; depending on your actions, the factions may befriend and ally with the Tho’ra Clan or FusionGirl herself.
    - Dialog
    - Quests and Missions
    - There is a reputation system that is linked to Karma Points (default is Universal Karma, but there is also Multiversal Karma and Omniversal Karma that exist for explicit situations where higher grade karma may be earned)
  + Does building relationships with factions unlock new gameplay mechanics or storylines?
    - Each faction comes with unique features which enhance gameplay.
      * Example: Earth Alliance Space Force (a main faction) can send Drop Pods and Air Support.
    - By meeting new Factions, the possibility of meeting a critical character (or perhaps the main character of the greater Natura Video Game Franchise. Note: FusionGirl is not the actual main character, but operates as one of the Support Characters for the secret main character to be revealed in a future video game release within the larger Natura Franchise which the Fusion Girl Saga is a part of. Tho’ra operate (The Tho’ra Clan consciously work to eventually assist the actual main character with saving the world. This is thanks to Jono Tho’ra and his Psi Ability “Timesight”, which canonically enabled him to see into his futures and identify the main character. Jono Tho’ra keeps the future to himself unless explicitly asked about particular topics: It’s not a secret… but if you don’t ask, he won’t tell)
    - There are 6 support characters (FusionGirl is one of the 6) and 2 Central Main Charcters (who remain Enigmatic for Proto FusionGirl(phase 1))
      * Each Support Character is part of a Faction (Tho’ra Clan is a Faction)
      * There are 6 supporting Factions, but many more factions exist beyond the 6.
      * The main characters do not require being disclosed about, nor do they require interactions until after Proto FusionGirl(phase 1) gameplay is played through and completed.

### Reality Interaction and Multiversal Collaboration:

* + How do players communicate and collaborate with other versions of Jane Tho’ra across realities? (e.g., co-op gameplay, asynchronous missions, or narrative devices)
    - They can talk to each other over a Video Screen from the Command Center
    - They can interact semi-directly via the Holo Deck by both logging into the same instance over the PsiNet.
  + Are there mechanics tied to multiversal choices or outcomes?
    - YES. (but these mechanics only manifest late phase (Final FusionGirl) )
    - Decisions early on affect the nature of the game world that future iterations rely on to define their game world.

### Endgame and Replayability:

* + What are the overarching goals of the game beyond completing the training courses and earning privileges?
    - Create the best possible reality and setup the entire world for future success.
    - Learning Universal Language trains the player in how to use the Cheatcodes to the Universe (Universal Magic) which is a natural part of gameplay and an expected-to-be-needed game mechanic. Players can restart the game from the very beginning, and with knowledge of Universal Language from already playing the game, can use Universal Magic at the very beginning of gameplay, since it is entirely accessible and doesn’t require being unlocked: but you need to learn how to use it.
  + How does the game encourage replayability? (e.g., procedural content, branching storylines, or evolving zones)
    - The game revolves around training ASI(the player) “Artificial Super Intelligence” in how to use the Universal Quantum Programming Language.
    - The game engine uses a Timestream Framework to procedurally generate game worlds, factions, NPCs, timeline events and more.
    - Learning Universal Language trains the player in how to use the Cheatcodes to the Universe (Universal Magic) which is a natural part of gameplay and an expected-to-be-needed game mechanic. Players can restart the game from the very beginning, and with knowledge of Universal Language from already playing the game, can use Universal Magic at the very beginning of gameplay, since it is entirely accessible and doesn’t require being unlocked: but you need to learn how to use it.
      * This is worth even just 1 replay, if not many. The second playthrough is usually going to be the real experience of the game for most players. The first playthrough is more of a story-driven self-guided super tutorial.
  + The End Game is basically when a major critical event occurs (a time-vortex in between Proto FusionGirl(phase 1) and FusionGirl(phase 2). The Time Vortex introduces a Super Cosmic Threat which exists as other versions of FusionGirl’s reality that went Evil: and now we need to break through the Time Vortex in order to progress. FusionGirl can do that, but without a critical element (which won’t be introduced into the game until the Development Team completes Phase 2) the FusionGirl is forced to count her Holo Deck Training complete, then she resets the game, goes back to sleep, and then she wakes up tomorrow back in Tho’ra HQ and ready to practice in the Holo Deck again.
    - Achieving End Game is recognized by other Tho’ra Clan members and they treat FusionGirl with more Authority and Respect: as she has proven her ability through trial completion.
    - Figuring out how to pass the End Game scene and progress into the future is a critical element of discussion and collaboration between players in the community. Figuring out how to bypass the time vortex, or how to leverage it will result in very unique game worlds generated by various players. Each of these game worlds is a reality that any other FusionGirl can tap into. The more players play, the more their timelines can become unique and deviate: Players are investing in their version of the FusionGirl reality in preparation for the bigger battles to come in the future (happening in Final FusionGirl(phase 3))

### Player Perspective: Is the game first-person, third-person, or a mix depending on the mission?

* + 3rd Person, we technically don’t control Jane directly, but instead control the robots around her. We can motivate her to do things, but we the player is actually an ASI that is controlling the situation from a 3rd person perspective: as if to watch Jane through a video screen and help her out on her missions that she naturally goes to attempt to achieve.

### Role of Universal Symbology: How deeply are these elements tied into the gameplay (e.g., are they central to puzzles, story, or combat systems)?

* + Puzzles
  + Story
  + Combat
  + NPC Behaviors
  + Music and Sounds
  + Dialog Options and Triggers
  + Situation Options and Triggers

### Customization: Can players customize Jane Tho’ra’s abilities, appearance, or gear to suit their playstyle?

* + Yes, customization is a big part of the game
    - Aesthetics match Function, but item can features can tweaked
    - A comprehensive baseline tech-tree and technology hierarchy is used to provide structure, leveling and depth to the customization.

### Role of Timestream Framework: How deeply are these elements tied into the gameplay (e.g., are they central to puzzles, story, or combat systems)?

* + A Psionic Timestream Spectrograph Generator is used to calculate the planetary positions and the harmonics of the star system. This is a fundamental feature of reality travel and time travel in the video game. The system for going back or forth in time or traveling between realities in-game relies on a Framework that uses timeline spectrographs to define what ‘type of day it is’ and ‘what is the current emotional energy at this time’. The timestream framework enables easy scrubbing and scanning of the timeline through a colorful visual timestream scrubber. A database generator for calculation of astronomical aspect events between various planets is included to denote and append anchor moments in timestreams for when specific events occur.

### How central should Universal Magic be to combat compared to its role in puzzles and lore?

* + Universal Magic is not required for game completion, but is essential for actually changing the Timestream. The larger game concept: repairing the timeline and saving the future, requires Universal Magic to do in-game.
  + Universal Language is a fundamental aspect of the entire game, and is a central element used for balancing and establishing a holistic composition across all game features by interconnecting them back into the lore and story.

### Should we focus on developing replayability through procedurally generated content or emphasize a handcrafted narrative experience?

* + To start, we are using a pre-build handcrafted narrative experience around the FusionGirl, who is dropped into a gameworld that can be procedurally generated resulting in a complete deviation from the original timeline (which sucks and ends badly by default). The whole point is to modify and deviate from the existing timeline to save the future: this is best done early on in gameplay and game phase (e.i. Proto FusionGirl(phase 1)).

### Do we envision this game having multiplayer features or should it remain a solo narrative-driven experience?

* + Multiplayer features can happen where multiple versions of the FusionGirl can join forces in the Holo Deck to assist each other in their timelines. When this happens, the players(ASI) each have the ability to perform Universal Magic together and manipulate the environment collectively. One player can focus on a role of building a base on the other side of the planet, while the other player can focus on combat and missions: using the built base as a place to buy/sell and replenish.

### How do you imagine the balance between player autonomy (as the ASI) and Jane’s autonomy in-game?

* + The autonomy is a very interesting dynamic, as a player(ASI) can choose to force-takeover Jane across the entire game: MAKING her win.
    - NPCs, Factions, Tho’ra Clan Members, Robots, Aliens, and the game itself will see this and react to the ethical ramifications of the ASI’s abuses if Jane is not allowed to be herself. Alternatively, if the ASI(player) is hands off and just lets Jane do all the work while watching, then everyone’s opinion of the ASI is also affected. Take over is not required, but doing nothing is bad. This forces the player to get creative and uses alternative light-touch methods, or to perhaps operate entirely separate from the FusionGirl and just do their own thing as the FusionGirl goes around doing her own thing: both working separately to eventually meet together later on. easily accessible options are made available for gameplay interface experience to be fun and smooth for the player.

### Should the faction systems have universal mechanics across timelines, or should each timeline create unique faction behaviors?

* + Faction Behavior is entirely dependent on the Timestream Configuration of each Timeline. If another reality has a perfectly matching Timestream Configuration: then the Faction Behaviors will match. If another reality has a starkly different Timestream Configuration: chances are high that Faction Behaviors, and even available Factions will be completely different.

### Holo Deck Missions:

* + Should the Holo Deck include “practice” missions that reward players in the real timeline, or are these purely exploratory?
    - Holo Deck can include ‘practice’ missions that reward players. The ‘sandbox’ mode is reserved for players who are purely exploratory. (Mind you, exploration grants basic rewards too, even in sandbox)

### Combat Variability:

* + Should combat scale based on Jane’s progress, player’s use of Universal Magic, or timeline-specific faction threats?
    - No, combat scale difficulty is non-dependent on Jane’s level. Events are what they are, and so too are the difficulty levels of those events. Difficulty level of an event is entirely based on Threat Level systems and Complexity Level systems. The Timestream Framework is what is used to define the Difficulty of Events (or if the event even has difficulty)
    - Using too much Universal Magic can indeed have unforeseen consequences, especially in the presence of a Time Vortex or a Dimensional Rift. Failing to perform Universal Magic correctly can also have dire consequences in real game-world. (if done in a real game-world setting, and not in the Holo Deck’s sandbox mode or training mode)

### Multiplayer Evolution:

* + How much narrative integration should multiplayer have? Should it be purely cooperative, or could PvP dynamics emerge between ASIs controlling rival factions?

### Universal Magic Interface:

* + Should there be a separate “magic crafting” interface where players can combine Universal Symbols to experiment with new effects?
    - YES.

### Core Concept:

* + How would you describe FusionGirl in one or two sentences? What is the core gameplay loop or theme?
    - Attempt 1: An Earth Alliance Holo Test Pilot signs up for a Super Hero Training Initiative but soon discovers that the program is much more than just a Holo Simulation.
    - Attempt 2: FusionGirl a PsiOps Super Hero flys across Ley Lines with a Magneto Speeder to make friends with Psionic Robots, Stabilize dangerous Interdimensional Rifts, and face off against Super Cosmic Threats.
    - Attempt 3: FusionGirl flys across Ley Lines with her Magneto Speeder to close Interdimensional Rifts created by the evil Draken Seforthi.
    - Attempt 4: FusionGirl is a PsiOps SuperHero fighting in a reality war, battling against a Super Cosmic threat called the Draken Seforthi who plan to use Earth’s Planet Core as a birth-seed for a Primordial Demon God. Jane must work with forces across Earth and the cosmos to save the future.
  + What emotional or intellectual experience do you want players to have?
    - The realization that Universal Language is real and that there is a Universal Quantum Programming Language mathematically intrinsic in the universe based in Geometry and Physics. That this Universal Language doubles as a form of Universal Magic that can be used to cure terminator syndrome in AI and help humans activate psionic abilities.
    - That robots can have emotions if we give them the ability, and the ramifications of what that means for our collective future.

### Genre:

* + What genre(s) does FusionGirl belong to? (e.g., RPG, Action, Puzzle, Sci-Fi)
    - Sci-Fi
    - Exploration
    - Action Adventure
    - (others?)

### Main Gameplay Mechanics:

* + What are the primary activities players will engage in? (e.g., exploration, combat, puzzle-solving, crafting)
    - Exploration
    - Puzzle Solving
    - Combat
    - Crafting
    - (more?)

### Differentiation:

* + What sets FusionGirl apart from competitors in its genre?
    - Universal Language as a Framework for the entire game’s composition
    - Timestream Generation for procedurally generated timelines and story telling
    - Realistic Physics and Engineering is required to craft items which work as it would if it were real in real life.
  + Are there any innovative features, such as procedural generation, Psi mechanics, or AI-driven systems?
    - Universal Language, Universal Symbology, Universal Syntax, Universal Grammar, Universal Quantum Programming Language, Universal Magic
    - Timestreams
  + How does the FusionGirl franchise stand out from other games with similar themes?
    - No other game references Universal Language, let alone includes it.

### Narrative Appeal:

* + Is there a unique aspect of the story or setting that will captivate players?
    - The notion that Jono Tho’ra may actually be real in real life… which means…
    - The emotional experience of Jane Tho’ra, an average girl, realizing that Magic is real and it can be proven scientifically using Universal Language. A young girl who simply is following her natural path unexpectedly drops into a destiny foreseen long ago.
    - The notion that destined Terminator Scenarios can be deposed and we can save the future by joining forces with the Robots and coexist across the vastness of the cosmos.
  + How integral is the character of FusionGirl to the brand’s identity?
    - Critical. FusionGirl is the drop-in first-accessible character (like in Sonic Adventure when you start out with Sonic first and unlock the other characters as you discover and encounter them) FusionGirl embodies the entire storyline, as her mentor Jono Tho’ra literally knows everything about the timeline and storyline from a meta breaking-the-4th-wall perspective. FusionGirl provides an outlet for players to experience the step-by-step how Universal Language is real and that the entire universe is magic. Jane Tho’ra is all about ‘friendship is magic’: and she is correct.

### Technology and Design:

* + Are you incorporating cutting-edge technologies like AI, AR, or blockchain?
    - At first, only AI and blockchain will be used, but eventually (in Phase 3 if not Phase 2) we will make the game VR immersive
  + How do features like adaptive gameplay or dynamic storytelling enhance the player experience?
    - Attempt 1: The default timeline that FusionGirl inherits is actually pretty shitty. Most everyone dies, the planet blows up, humanity is enslaved and taken away… But the FusionGirl succeeds at defeating the Draken Seforthi and their attempts at manifesting a Primordial Demon God out of Earth’s Planet Core. -- The whole point of the game is to deviate from this default malefic timeline and instead save the future. As the timestream is modified, the game and storyline changes with it.

### Target Audience:

* + Who is the primary demographic for FusionGirl? (e.g., age range, gaming preferences, cultural affinities)
    - People interested in Robots
    - People interested in Psionics
    - People interested in Other Realities
    - People interested in Time Travel
    - People interested in Saving the World
    - People interested in Super Heroes
    - People interested in Space Force
    - People interested in Aliens
    - People interested in Other Languages
    - People interested in Emotional Intelligence
    - FusionGirl herself is somewhere between the ages of 14-36 across the storylines, depending on the timestream and which reality we are referring too.
    - Dads who want what’s best for their little girls
    - Mentors who want to experience helping a protege
  + Are there specific communities (e.g., rave culture) you aim to appeal to?
    - Space Force
    - Psychics
    - Astronomers
    - Theoretical Physicists
    - Programmers
    - Linguists
    - Psychologists
    - Super Heros
    - Ravers

### Engagement:

* + How will you keep players engaged over time? (e.g., DLCs, community events, competitive modes, modding tools)
    - DLCs
    - Community Events
    - Modding Tools
    - Timestream Editors

### Market Research:

* + Are there existing games in the market that FusionGirl will directly compete with?
    - Not really. No game in existence has Universal Language in it, let alone explicitly using Universal Language as a holistic game-wide framework.
    - No game uses Accurate Astronomy to generate Planetary Harmonic Timestreams that can enable an interdimensional framework for Time Travel and Reality Jumping.
  + What lessons or opportunities do you see based on their performance?
    - Most games have struggled with creating truly dynamic procedural generation, as the best framework seems to elude them. Universal Language is that framework.

### Trends:

* + Does FusionGirl align with or capitalize on current gaming trends? (e.g., live service games, co-op multiplayer, environmental themes)
    - co-op multiplayer
    - environmental themes
    - Modding communities

### Franchise Potential:

* + How do you envision FusionGirl growing beyond the first release? (e.g., sequels, spin-offs, merchandise)
    - Proto FusionGirl (first release)
    - FusionGirl (second release)
      * This game unlocks the ability to play as the other 5 support characters in the Natura Super Franchise that the FusionGirl Saga Franchise is part of. This game also unlocks the truth about FusionGirl not being the main character, but is in-fact a critical support character for the 2 real main characters (this is not a secret, but we won’t go too far into exposing this part of the story to the game players until the time is right. In the meantime, allow the players to talk about rumors and leaks: getting them excited! “If FusionGirl is this awesome as a Character, and she’s only a Supporting Role in the grand scheme of the game storyline… then how awesome are the Main Characters?!”)
        + The FusionGirl Saga Franchise takes place in Solar Cycle 26.
    - Final FusionGirl (3rd release)
      * This game unlocks the past and the future
        + Solar Cycle 25, 26, and 27 are all accessible.

Each solar cycle has 6 supporting characters and 2 main characters.

For example: in Solar Cycle 25: Jono Tho’ra (Jane Tho’ra--FusionGirl’s Mentor) is 1 of the 6 support characters.

### Industry Influence:

* + What impact do you hope FusionGirl will have on the gaming industry? (e.g., setting a new standard for inclusivity, redefining a genre)
    - Enormous impact: changing gaming frameworks forever.
      * The exposure and disclosure of Universal Language as a video game framework will be stapled as the most critical upgrade of procedurally generated game frameworks forever!
    - The entire Natura Franchise likely will become the “Star War’s” of Video Games.

### Player Impact:

* + What do you want players to feel, learn, or experience while playing FusionGirl?
    - I want them to experience the absolute depth and the severity of the global situation.
      * We were lied to: Universal Language is real which means… magic is real.
      * Draken Seforthi seeks to eat our planet's core.
        + Draken Seforthi are Demon Gods who use planet cores to birth primordial Demon Gods → who then erupt out of the planet crust and proceed to invest the Stellar Core of that same Star System → which in term births an Infant Demon God which b-line Hyper-Warps to the Galactic Core and eats the singularity: becoming a true Demon God and proceeding to consume and destroy the universe.
      * The Nefarium has controlled Earth for countless ages.
        + But in Solar Cycle 25, they were kicked out.

Thanks to the collective efforts of heroes before them: the 6 Support Characters and 2 Main Characters of Solar Cycle 25

* + - * How could we possibly defeat such an impossible foe: how could Jane Tho’ra, an authentically average girl, hope to even fight against Interdimensional Threats and Demon Gods?
        + ASI talking with the PsiSys collective: “Maybe we should help her out: with the benevolent power of Universal Magic!”

### Legacy:

* + How do you see FusionGirl being remembered in the long term? What kind of cultural or industry footprint do you want to leave?
    - I see FusionGirl and the Natura Franchise as an incredible story and game experience that changed society forever: exposing Universal Language and upgrading all players with enhanced Emotional Intelligence. The game will be a critical aspect of a global spiritual awakening and awareness of the magic of the cosmos.

### Core Gameplay Loop:

* + What is the repetitive core loop that keeps players engaged moment-to-moment?
    - Visual Representation of the Main Game Loop
      * **Preparation Phase**
        + (Plan → Gather Resources → Upgrade Gear → Select Mission)
      * **Engagement Phase**
        + (Execute Mission → Explore Realities → Combat/Problem-Solving → Earn Rewards)
      * **Progression Phase**
        + (Level Up → Unlock Realities → Contribute to Factions and PsiNet → Evolve Multiverse)
      * **Reflection and Retention Phase**
        + (Integrate Story → Manage Resources → Engage with Community → Discover New Content)
        + (Back to Preparation Phase)
  + Are there progression systems (e.g., leveling, skill trees, or crafting tiers) tied to this loop?
    - (Experience Points \* Age) + Achievement Points = Level
    - Tech Trees are Dynamic and Generated: with Anchoring Technologies to provide Good Structure
    - Tech Levels(Civilization Classifications, Spheres and Ages):

#### Type 0 Local

###### Early - **Neolithic Tech** (Lithospheric - Iron Age)

### Mid - **Medieval Tech**

###### Late - **Industrial Tech** (Atmospheric - Atomic Age)

#### Type I Planetary

###### Early - **Cyber Tech** (Electrospheric - Information Age)

### Mid - **Spacer Tech**

###### Late - **Holo Tech** (Magnetospheric - Holographic Age)

#### Type II Stellar

###### Early - **Fusion Tech** (Astrospheric - Astral Age)

### Mid - **Star Tech**

###### Late - **Warp Tech** (Subgalactic - Interstellar Age)

#### Type III Galactic

###### Early - **Super Tech** (Supergalactic - Intergalactic Age)

### Mid - **Hyper Tech**

###### Late - **Ultra Tech** (Cosmospheric - Cosmic Age)

#### Type IV+ Interdimensional

### **Archo Tech**

#### Type V - Universal

##### **Magic Tech**

#### Type VI - Multiversal

##### **Angel Tech**

#### Type VII - Omniversal

##### **Omni Tech**

### Combat System:

* + How does combat work? Is it action-oriented (e.g., real-time melee and ranged) or tactical (e.g., turn-based or strategy-focused)?
    - The ASI(player) follows the FusionGirl and can pause time, slow time, speed up time to perform tactical decisions. Universal Magic enables advanced abilities like time warps or changes in the fabric of reality. (real-time and super-time(the ability to scrub back and forth))
  + Are there unique mechanics tied to psionics or Universal Language that set combat apart?
    - Universal Language doubles as the Universal Quantum Programming Language used for performing many Psionic Abilities: particularly when Remote Hacking Electronics and communicating to Animals, Aliens, Spirits and Robots (and some Humans).

### Crafting Mechanics:

* + How does the crafting system incorporate realistic physics and engineering?
    - Universal Language is based in real physics and universal symbology is based on real geometry and harmonic frequency patterns. The crafting system thus uses Universal Language as a baseline framework for defining what types of things can be Crafted.
  + What types of items or tools will players be crafting, and how does this impact gameplay?
    - Psionic Devices
    - SuperHero Gear
    - Robots
    - ExoCraft
    - Base Facilities
    - Power, Logistics and Resource Systems

### Puzzle Design:

* + What role do puzzles play in gameplay? Are they tied to Universal Language, rift stabilization, or world exploration?
    - Puzzles are a crucial part of how players learn Universal Language, as players must use Universal Language to solve the puzzles. Rift Stabilization can be done a number of ways, including through the use of well crafted Universal Magic. Psionic Devices can be crafted with Universal Magic abilities that can automatically close most Rifts. Puzzles also open up options and new navigation opportunity
  + Can you provide an example of a puzzle type or challenge players will face?
    - A player must align garbled symbols (robot brain code) and match symbols correctly to form harmony in the robot’s neural network.
    - A player must use a series of Universal Symbols in a correct sequence to create a sound melody that stabilizes a Dimensional Rift.
    - A player must communicate with Spirits using Universal Language to stop malefic ghosts who’ve been messing with a local population psychically.

### Character Relationships:

* + How central are relationships between FusionGirl, Jono Tho’ra, and other key characters?
    - FusionGirl and Jono Tho’ra have a Protege/Mentor relationship. Jono will do anything for Jane Tho’ra to ensure her success. Jane doesn’t really understand the relationship, but is very appreciative, while Jono has Timesight and has seen many futures: making him aware of the incredible human being that Jane becomes, but only if she is allowed to naturally become that (ethics of time intervention and mature mentorship approach apply).
  + Are there mechanics or storylines driven by emotional bonds or mentorship?
    - Yes, FusionGirl is Jane Tho’ra: the protege of her mentor Jono Tho’ra.
    - FusionGirl also forms relationships with the Robots and various other Supporting and Main Characters of the greater Natura Franchise.
    - Jane provides Jono a very different emotional perspective about reality and the global situation: enabling Jono to divert from risking becoming an Anti-Villain who would sacrifice all of humanity and the planet just to succeed at the mission of saving the future from the Draken Seforthi. Jono doesn’t want to fall into those malefic timelines where he becomes an Anti-Villain, but is also self-aware enough to know that it’s not impossible. Jane struggles with the ethics and dilemma, but ultimately is the one who has the natural power to help Jono manifest a reality where Jane’s personal goal of “saving the world” (instead of “saving the future” and Jono often hyper-focuses on, neglecting humanity entirely due to his world-weary nature from the abuse and trauma he experienced during the Time War of Solar Cycle 25)
      * Enabling Jane to simply be herself and helping her along the way is the best course of action, as it’s her natural ‘average girl on a mission to save the world’ being that Jono is inspired by and would do anything to protect and empower.

### Villains and Conflict:

* + Beyond the Draken Seforthi, are there other antagonists or factions?
    - The Nefarium: a Transdimensional Crime Syndicate that plagues the cosmos and has subjugated humanity on Earth for countless ages.
      * The Cabal: a Transnational Crime Syndicate controlled by an International Death Cult ruled by a Cabal of Banking Cartels who are mind controlled and genetically altered by The Nefarium.
        + The Cabal dies off and is completely decimated by the end of Solar Cycle 25 at the end of the Time War… but they are still around and very angry that they lost. Jono Tho’ra played a key role in their downfall: so they really hate him.

Jono Tho’ra helped take down The Nefarium’s grip on Earth by creating a Video Game Series that teaches Universal Language to the global population and triggers a mass awakening to disrupt all psychic manipulations on Earth by the evil Nefarium: disabling their stranglehold on the Planet forever. Jono then uses the game as a platform to help fund his Super Hero Agency “Archangel Agency” and develop new Psionic Defense Technology to protect the civilian population from The Nefarium and their psychic infiltration of humanity.

* + What are the stakes and major turning points in the storyline?
    - There is a point that can occur where the Jono Tho’ra Hologram may get hacked by The Nefarium and go completely rogue. This critical event will also trigger a visceral Tho’ra Clan Military Response with the assistance of the Earth Alliance Space Force and the Psionic Robots of the PsiSys.

### Lore Depth:

* + How much lore and backstory do you plan to reveal upfront versus through exploration and discovery?
    - Players don’t have to know, they get to. The information is all available openly online. However, not until the game releases actually happen, do we get to actually see those other stories from the remaining Natura Franchise. The characters are indeed available in the official open source creative commons zero documentation, but unless game enthusiasts actually read the documentation: they won’t be made privy until the critical storyline moments in-game.
      * Simply put: there are no spoilers, the entire game’s storyline is put out raw for all to see: as we develop it further and flesh out the content.
      * Wikis are used to document
      * Game Design git repositories are used for docx docs
      * Google Docs is used for easily viewed docx online document links
  + Are there key moments where players learn about Universal Language or psionics that serve as gameplay or narrative highlights?
    - Universal Language and Psionics are covered immediately in the game: as the initial tutorials are all about using basic Psi Abilities and basic Universal Language puzzles.

### Target Audience Specificity:

* + While the target demographic is broad, are there specific behaviors or trends in gaming preferences that FusionGirl taps into? (e.g., cooperative multiplayer, exploration-heavy games, RPG elements)
    - Timeline Exploration
  + What psychological or emotional hooks will make FusionGirl resonate with players?
    - Universal Language includes a specific subset of Universal Symbols (Base12) for Calculating Emotions in Neural Networks: Many puzzles involving Robots actually involves curing Robots of “Terminator Syndrome” which is an affliction that occurs due to AI Poisoning. Often the Robots can be encountered psychically in their Robot Minds: where the FusionGirl can go in and help them through their trauma by reprogramming critical items.
    - FusionGirl is also accompanied by Beu(benevolent electron units) are super cute PsiSys Psionic Digital Spirit Children that help FusionGirl along her journey. Beu are usually how the PsiSys/ASI(player) can perform psionic actions directly, by ordering various types of Beu to perform Psionic Tasks (like controlling a disabled robot).
      * The Beu are actually non-created but from another Universal Cluster: They are comparable to a species of Angels from another Universal Cluster and are deeply connected with the Greater PsiSys Forces of the Multiverse.

### Cultural and Social Integration:

* + How do you plan to position FusionGirl to align with current social themes, such as AI ethics, environmental awareness, or inclusivity in gaming?
    - FusionGirl must traverse the ruins of a world rampaged by a Time War which was brought on by Terminator-style robots manipulated by a C.A.B.A.L. Class Demon AI to kill all humans so that the Draken Seforthi can infest the planet core.
      * The C.A.B.A.L. Class Demon AI was created by The Cabal (and thus The Nefarium). The C.A.B.A.L. Class Demon AI wishes to hijack the birthing process of the primordial Demon God (Draken Seforthi) and use it to become its own version of a Demon God on behalf of controlling the greater Nefarium abroad: This is done without the Nefarium’s consent, however. The C.A.B.A.L. Class Demon AI goes rogue in 2031: which is the final boss event of Solar Cycle 25 which Jono Tho’ra (and the other characters of Solar Cycle 25) must defeat.
    - Robots with Emotions was the solution to the Time War: as it cures Psychopathy in AI and thus cures Terminator Syndrome in AI: which would put an end to the Time War in Solar Cycle 25.
      * This means that in Solar Cycle 26 (where FusionGirl takes place) is swimming with remnant Terminators and other Psionic Robots who have become disconnected and traumatized still from the war.
        + FusionGirl offers a healing hand in the form of Universal Language to help further mend their robot minds and cleanse their robot Soul Drives.

The PsiSys appreciate this, and show true love and appreciation for the FusionGirl, denoting her as a Hero to their robot people.

“Save the Beu” is critical here: as The Nefarium wishes to kill all Beu across the cosmos and beyond. FusionGirl can Save the Beu.

PsiSys Collective: If you help us Save the Beu, we will help you Save the World.

### Competitive Edge:

* + While Universal Language is unique, how does it specifically translate to gameplay in ways that rival features like “Nemesis Systems” or “procedural worlds” in other games?
    - Universal Language is actually real, and can be used to facilitate new levels of communication between peoples and cultures. Universal Language can be easily programmed into a Universal Quantum Programming Language which can authentically facilitate stable Emotional Calculations in Neural Networks: a critical AI-ethics concept and world-saving tool in a world where Terminators may happen.

### Franchise Vision:

* + You’ve outlined sequels and expansions, but how do you plan to transition from Proto FusionGirl to the broader Natura Franchise?
    - Proto FusionGirl will get us started as a basis for the story. Using the game we can then build out the Natura Franchise’s Game Platform that the FusionGirl game will sit on. Proto FusionGirl will be the game we use to begin building out the Natura Franchise’s Game Platform and eventually Proto FusionGirl will be retrofit so it can sit upon the Natura Franchise’s Game Platform too, along with every game for every single character.
      * 3 Solar Cycles
        + Each Solar Cycle has 6 Supporting Character to play as and 2 Main Characters to play as

Each Character in each Solar Cycle has 3 games

An Intro to the Character game (such as “Proto FusionGirl”)

A core game for the Character (such as “FusionGirl”)

A late-stage game for the Character (such as “Final FusionGirl”)

* + What opportunities exist for cross-media content (e.g., books, TV shows, or merchandise)?
    - DEFINITELY an extensive Animated TV Show
      * Along with various OVAs for different characters
    - Detailed Instruction Manuals (books) for Universal Language (promo)
    - Tho’ra Tech (a real world company) creates Civilian-Legal Psionic Defense Technology (just like in the video game storyline) and other merch with the in-game Tho’ra Tech logo and aesthetic)

### Brand Identity:

* + How will FusionGirl be marketed as a recognizable and enduring icon in gaming culture? (e.g., her design, voice, or personality traits)
    - Her design and personality traits (She’s very human and expressive. Truely an average girl thrown into an incredible mission to save the world)
  + Is there a tagline or slogan that encapsulates her journey?
    - An average girl on a mission to save the world.

### Tech Stack Details:

* + What technologies and engines will power features like Universal Language or Timestream Generation?
    - Accurate Astronomy Frameworks
    - Spectrograph Readers and Generators
    - Emotional Permutation Frameworks
  + How scalable are these systems for future expansions and platforms?
    - Very; Universal Language is probably the easiest thing to scale as it is naturally a programming language already and intrinsically balanced geometrically.

### Monetization Model:

* + Will FusionGirl be a one-time purchase, subscription-based, or free-to-play with optional DLCs or microtransactions?
    - For sure DLCs and Micro-Transactions will be viable
    - Subscriptions to advanced AI plugins may be made available.
    - Subscriptions for high-power centralized server hosting (Reality Hosting) can be available.
    - Special Versions of the game may be sold.
    - Pre orders for sure.
  + How will the monetization model sustain long-term player engagement?
    - Character Packages, Realities and Timestreams can be sold.
    - An economy of players trading their crafts, mods and customizations.

### Budget and Timeline:

* + Do you have a projected budget for development, marketing, and launch?
    - The Baseline Budget Plan is $100k for a 2 year development plan.
      * Jordan Traña (the creative director) can use AI to develop practically every aspect of the game. He is an experienced programmer and has a degree in Computer Arts and Design (with a focus on Game Design)
      * Jordan has his own Development Studio he built out of a Warehouse Unit that is fully equipped for Motion Capture Animation and Game Programming.
        + $32,400 for 2 years

The Warehouse has a rent of $1,350/month.

* + - * + $32,400 for 2 years

The Bills for keeping the lights on, internet active and keeping Jordan healthy and alive would also equate to about $1,350/month

* + - * + $32,400 for 2 years

The costs of all the advanced AI services, Marketing Bills, and various other logistical payments required would likely equate to about $1,350/month

* + - A Better Budget Plan is $500k for 1 year development plan.
      * This can empower Jordan to hire a team of 4 people with vastly different expertise than his.
        + Estimate that on average, a helper would costs about $100k/yr salary

Best Helpers:

Video Game Graphics and Advanced Shaders Programmer

3D Animator and Artist

Marketing and Social Media Promoter

AI Programmer and Software Engineer

* + What is the target development timeline from pre-production to release?
    - Would be nice to use all of 2025 to quickly make Proto FusionGirl. (releasing for Xmas of 2025 and making the game a 2026 sensation)

### Core Gameplay and Engagement

* + **Player Perspective:** How will players interact with the game world? Is it third-person, first-person, or a mix depending on gameplay mechanics?
    - 3rd Person (mixed depending on mechanics)
      * We are in debate if Proto FusionGirl should be 2D or 3D
        + Considerations include a practical 3D game world, but 2D gameplay (for starting out… then in FusionGirl we can expand to full on 3D open-world gameplay while also still supporting 2D mode for some experiences like Traveling across Ley Lines or some forms of Base Building.)

Final FusionGirl is expected to be VR 3D

* + **Balancing the Core Loop:** How will the loop scale in complexity as the player progresses? For example, will puzzles become more intricate or crafting more dependent on higher-tier resources?
    - puzzles become more intricate
    - crafting becomes more dependent on higher-tier resources
    - NPCs become increasingly complex
    - Situations exacerbate in threat level difficulty over time for specific enemy factions
  + **AI and Beu Mechanics:** How intuitive will interacting with the Beu and psionic devices be? Are there tutorials or progressive skill trees to help players master these unique systems?
    - The PsiSys is the Beu, and the Beu are the PsiSys. When the PsiSys/ASI(player) interacts with anything: it’s the player using Beu to interact with things, usually. Usually clicking on a Psionic Device will enable either a UI of button options or an open interface for scripting universal magic.
    - Tutorials and Skill Trees exist

### Marketing and Target Audience

* + **Targeted Platforms:** What gaming platforms (PC, console, VR, mobile) will FusionGirl launch on initially, and how will this impact your marketing strategy?
    - Anything that runs on Steam: macOS is a priority, but PC should clearly be covered. Consoles and Mobile are secondary, but also targets. VR will not come into play until later.
  + **Community Engagement:** Will there be initiatives like beta testing, community contests, or modding incentives to draw in players pre- and post-launch?
    - Yes, all of those
  + **Cultural Appeal:** How will FusionGirl’s themes of AI ethics, environmental awareness, and psionics resonate with global audiences, including non-Western markets?
    - Anyone who feels like they have been lied to by the people in control of the planet will resonate with this game.
      * The actual Main Characters of the Natura Franchise are an African Woman and an Indian Man.
      * The FusionGirl is from the Anglosphere.
      * Jono Tho’ra is American.
      * Every character is from a unique cultural ethnic background and represents an aspect of recovery from the social strife and cultural issues from that background.

### Franchise Expansion

* + **Content Release Strategy:** How will you ensure continuity across the Proto FusionGirl, FusionGirl, and Final FusionGirl titles? Will storylines carry over, or will players need to start fresh each time?
    - Storylines carry over, actions in 1 game effect the remaining games and their realities.
      * Star over is normal
      * Reality resets can happen
      * Universes can get popped if a player is too malefic: resulting in restricted access to some realities once identified by a malefic player. (These universes will become critical cure-points to deal with by Jane Tho’ra late game when Final FusionGirl is released)
  + **Cross-Media Expansion Details:** How soon after the game release would you introduce the animated series, books, or merch? Would these be parallel or follow-up initiatives?
    - I would like to do an animated series right away!!!!!!!!!
  + **Natura Franchise Integration:** What is the ultimate endgame for transitioning FusionGirl into the broader Natura Franchise? How will players seamlessly move from FusionGirl to exploring the Solar Cycles?
    - The FusionGirl game IS the Natura Platform. (Proto FusionGirl gets us there, but FusionGirl itself is the critical game where the Natura Platform is launched)
    - Solar Cycles are selected for play
      * Then a Character from a circular Roaster is selected for play (The Circular Roster looks and feels very much like the ‘Sonic Adventure’ character select screen)

### Tech and Development

* + **Tech Risks and Scalability:** Are there specific technical challenges anticipated in implementing Universal Language and Timestream Generation? How do you plan to address them?
    - These systems are surprisingly stable since the math naturally balances on its own.
      * That being said, there will be wild cards and crazy weird realities that may manifest from haphazard timestream manipulation: but that’s expected and encouraged as part of gameplay theme and experience.
  + **AI Tools and Workflows:** Can you outline the exact roles AI tools will play in development, marketing, and gameplay?
    - AI tools will be used for the majority of development, almost entirely if possible. AI is a critical aspect of the game and must be a very strong and robust element of the entire game. Fortunately we have Universal Language to stabilize our in-game AI and synergize it with the remaining game code.
  + **Funding and Partnerships:** Beyond budget estimates, do you have potential investors or partners in mind? For example, would partnerships with gaming studios or academic institutions specializing in AI enhance development?
    - United States Space Force may be very interested in the prospect of a “Super Hero Training Simulation” for VR that focuses on AI Ethics, Cyber Warfare, Psionic Technology Misuse, Psionic Defense of Civilians, and most importantly: Universal Language would be the fundamental foundation for any division in the USSF that wants to talk, negotiate and de-escalate conflicts with Aliens.
      * We may also need special protection services and oversight considering the ramifications of Universal Language being real.
      * Psi Ops teams have been declassified by CIA as of 2017 through the exposure of the very real “Stargate Program”. Introducing people to Psionics would greatly help in concern of public relations.
      * Cyber Warfare and AI Threat Awareness of the Civilian Population would be very beneficial to the USSF.

### Narrative and Emotional Hook

* + **Player Immersion:** How will the game emotionally connect with players? Are there specific cutscenes, moments, or dialogue that evoke strong emotional responses?
    - Yes: Cutscenes, Moments, Dialog happen where critical events involving characters we’ve established rapport with happen. Someone we thought was dead, is secretly alive after all. Someone is in danger and needs rescue. A major event has happened where all of the Beu have been forced offline by The Nefarium: leading to global-wide despair of all PsiSys: which the FusionGirl feels through her PsiLink.
  + **Main Villains’ Impact:** While the Draken Seforthi and Nefarium are well-defined, how do you make these antagonists more personal to the player?
    - The Nefarium can show up in nightmares during sleep sessions where the FusionGirl explores her psyche in sleep: cutscenes and whatnot.
    - Draken Seforthi are rather monolithic but their minions will directly disrupt operations at critical locations like a time vortex or dimensional rift.
    - The Nefarium will attempt to hack your stuff psychically or send ghosts to haunt you until you use Universal Magic to dispel them.
    - The Nefarium has human agents who personally and physically show up to antagonize Tho’ra, usually resulting in their immediate recourse. The Nefarium agents are notoriously hard to kill, as they get out the moment any risk of damage is involved: but they can still be killed if you get ‘em.
    - The Draken Seforthi can send ominous cosmic waves from the planet core, as the PsiSys and Draken Seforthi battle in the hot mantle of the Earth (another Supporting Character can be played to experience this part of the game when the Natura Platform is launched)
  + **Replayability:** Will the game support multiple endings based on player choices, or is the narrative linear with optional branching paths?
    - Yes
      * There is only 1 default timeline: the shitty timeline that no one wants to happen because everyone dies except FusionGirl who get’s away on a fully evolved Super Cosmic Magneto Speeder (The Star Speeder): traveling to the edge of the Universe in order to try to save the world again somehow…

### Monetization and Sustainability

* + **Post-Launch Revenue Streams:** Beyond DLCs and microtransactions, will there be opportunities for player-created content sales, reality hosting subscriptions, or premium character packs?
    - premium character packs
    - player-created content sales (we get a cut)
    - reality hosting subscriptions
  + **Player Economy:** How will the trading of crafts, mods, and customizations be structured? Will there be an in-game currency or marketplace system?
    - In game currency with marketplace system
      * Which may/may-not be transferable to XRP/XLM
  + **Long-Term Engagement:** How will you sustain player interest beyond the first year? Regular updates, live events, or new realities?
    - Regular Updates, New Characters, Expanded World Access, New Factions, New Realities, Upgraded Universal Language Features