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Entities/Characters

Alexander Frei

Template

Main Character Template

Project path

Entities/Characters

Description

Son of Viktor and Sophia Frei, Alex was an orphan by the age of 3, because of his favorable lineage was adopted by a statist Metro-cop trying to work his way up the political ladder named Simon Weber.

Unknown to him, he is the key to creating the master race and the last missing piece to his fathers great genetic puzzle to slow the research progress. the Valkire Underground know this fact somehow and attempt to keep him from the Nazi grasp.

Marcus Diederich discovers this and tries to hunt him down and make him an offer he cant refuse.

Main Character Template

Basic Character Properties

Age

Species

Born in

0

Sex

Profession

Voice

Male

Personality

Appearance

Extended Character Properties

Goals

Inner Conflict

Skills

Weaknesses

Quirks / Habits

Further Details

References
Attachments

Involved in

Related to

Placed at

Speaks in

Benjamin Cole

Template
Main Character Template

Project path
Entities/Characters

Description
Traitor to the Valkyrie Underground.

Main Character Template
Basic Character Properties
Age

Species

Born in
0

Sex

Profession

Voice
Male

Personality

Appearance

Extended Character Properties
Goals

Inner Conflict

Skills

Weaknesses

Quirks / Habits

Further Details

Traitor to the Valkyrie Underground.

References
Attachments

Involved in

Related to

Placed at

Speaks in

Dr. Theodor Kunze

Template
Main Character Template

Project path
Entities/Characters

Description
As a crazy Nazi scientist who specializes in genetic modification, Kunzes is loyal

to the highest bidder. He worked with Viktor Frei on the genetic program and is used in an genetically unstable boss battle with randomly changing attributes throughout the fight.

Main Character Template
Basic Character Properties
Age

Species

Born in
0

Sex

Profession

Voice
Male

Personality

Appearance

Extended Character Properties
Goals

Inner Conflict

Skills

Weaknesses

Quirks / Habits

Further Details

As a crazy Nazi scientist who specializes in genetic modification, Kunzes is loyal to the highest bidder. He also worked with Viktor Frei on the genetic program.

References

Attachments

Involved in

Related to

Placed at

Speaks in

General Christof Herman

Template

Main Character Template

Project path

Entities/Characters

Description

Herman is a high ranking Nazi general and is loyal to the Supreme Chancellor.

Main Character Template

Basic Character Properties

Age

Species

Born in

0

Sex

Profession

Voice

Male

Personality

Appearance

Extended Character Properties

Goals

Inner Conflict

Skills

Weaknesses

Quirks / Habits

Further Details

Herman is a high ranking Nazi general and is loyal to the Supreme Chancellor.

References

Attachments

Involved in

Related to

Placed at

Speaks in

Heinrich Eichmann

Template

Main Character Template

Project path

Entities/Characters

Description

Eichman is the current Supreme Chancellor with a unclenching thirst for power. A hero of the 12 year proxy war with Russia he lost his right arm in battle and sense has been replaced with a biomechanical limb which gives him great strength and a powerful presence about him. A charismatic speaker he can command a crowd with beautiful and powerful speeches.

"Good evening my beloved people, to the sons and daughters of the Motherland. I hope you are enjoying your New Years Eve celebration. It has been a year of trials for us all. It was our strength and our will that brought us through, and with that strength we shall step forward and carve a glorious new path for humanity! I, your Chancellor Eichmann offers you a toast, TO THE GERMAN RICHE! May this be our finest hour."

Main Character Template

Basic Character Properties

Age

Species

Born in

0

Sex

Profession

Voice

Male

Personality

Appearance

Extended Character Properties

Goals

Inner Conflict

Skills

Weaknesses

Quirks / Habits

Further Details

Eichman is the current Supreme Chancellor with a unclenching thirst for power. A hero of the 12 year proxy war with Russia he lost his right arm in battle and sense has been replaced with a biomechanical limb witch gives him great strength and a powerful presence about him. A charismatic speaker he can command a crowd with beautiful and powerful speeches.

"Good evening my beloved people, to the sons and daughters of the Motherland. I hope you are enjoining your New Years Eve celebration. It has been a year of trials for us all. It was our strength and our will that brought us through, and with that strength we shall step forward and carve a glorious new path for humanity! I, your Chancellor Eichmann offers you a toast, TO THE GERMAN RICHE! May this be our finest hour."

References

Attachments

Involved in

Related to

Placed at

Speaks in

Isaac Heinz

Template

Main Character Template

Project path

Entities/Characters

Description

Main Character Template

Basic Character Properties

Age

Species

Born in

0

Sex

Profession

Voice

Male

Personality

Appearance

Extended Character Properties

Goals

Inner Conflict

Skills

Weaknesses

Quirks / Habits

Further Details

References

Attachments

Involved in

Related to

Placed at

Speaks in

Kristin Ritter

Template

Main Character Template

Project path

Entities/Characters

Description

The Daughter of Lukas Ritter she is a guiding support character throughout the game. Kristin is a generally friendly person, usually making optimistic remarks in dire situations. Rarely does she become hostile towards others, with the exception of Benjamin Cole who betrayed the Resistance. She also has a caring side, asking Alexander to be careful when he goes into dangerous areas. At times, Kristin shows a very fragile, scared side that she usually bottles up in order to maintain the situation.

Kristin is also very educated, forming opinions on the Nazis and the Resistance independently. She has also proven to be very calm yet stern during combat, helping out in any way she can. Kristin has proven to be skilled in shooting, climbing, hacking, and repairing machines and vehicles.

Main Character Template

Basic Character Properties

Age

Species

Born in

24

Spanish / German

Sex

Profession

Voice

Female

mechanic

Personality

Appearance

Extended Character Properties

Goals

Inner Conflict

Skills

Weaknesses

Quirks / Habits

Further Details

The Daughter of Lukas Ritter she is a guiding support character throughout the game. Kristin is a generally friendly person, usually making optimistic remarks in dire situations. Rarely does she become hostile towards others, with the exception of Benjamin Cole who betrayed the Resistance. She also has a caring side, asking Alexander to be careful when he goes into dangerous areas. At times, Kristin shows a very fragile, scared side that she usually bottles up in order to maintain the situation.

Kristin is also very educated, forming opinions on the Nazis and the Resistance independently. She has also proven to be very calm yet stern during combat, helping out in any way she can. Kristin has proven to be skilled in shooting, climbing, hacking, and repairing machines and vehicles.

References

Attachments

Involved in

Related to

Placed at

Speaks in

Lukas Ritter

Template

Main Character Template

Project path

Entities/Characters

Description

As leader of the Valkyrie Underground, Lukas is a wise old man and father of Kristin Ritter.

"memories, chasing though the corners of my mind."

Habakkuk 2:12 Woe to him that buildeth a town with blood, and establisheth a city by iniquity!

Main Character Template

Basic Character Properties

Age

Species

Born in

0

Sex

Profession

Voice

Male

Personality

Appearance

Extended Character Properties

Goals

Inner Conflict

Skills

Weaknesses

Quirks / Habits

Further Details

"memories, chasing though the corners of my mind."

Habakkuk 2:12 Woe to him that buildeth a town with blood, and establisheth a city by iniquity!

References

Attachments

Involved in

Related to

Placed at

Speaks in

Markus Deiderich

Template

Main Character Template

Project path

Entities/Characters

Description

The personal advisor to the Supreme Chancellor Diederich likes to have a manipulative influence on political affairs. His loyalty to the Chancellor may seem true but he has his own agenda.

Main Character Template

Basic Character Properties

Age

Species

Born in

0

Sex

Profession

Voice

Male

Personality

Appearance

Extended Character Properties

Goals

Inner Conflict

Skills

Weaknesses

Quirks / Habits

Further Details

The personal advisor to the Supreme Chancellor Diederich likes to have a manipulative influence on political affairs. His loyalty to the Chancellor may seem true but he has his own agenda.

References

Attachments

Involved in

Related to

Placed at

Speaks in

Simon Weber

Template

Main Character Template

Project path

Entities/Characters

Description

Alexander Frei™s mean step father and serves the state as a metrocop. He murdered Victor Frei when Alex was a young child.

Main Character Template

Basic Character Properties

Age

Species

Born in

0

Sex

Profession

Voice

Male

Personality

Appearance

Extended Character Properties

Goals

Inner Conflict

Skills

Weaknesses

Quirks / Habits

Further Details

Alexander Frei™s mean step father and serves the state as a metrocop. He murdered Victor Frei when Alex was a young child.

References
Attachments

Involved in

Related to

Placed at

Speaks in

Sophia Frei

Template
Main Character Template

Project path
Entities/Characters

Description
Alex Frei's real mother and informant for the Valkyrie Underground.

Main Character Template
Basic Character Properties
Age

Species

Born in
0

Sex

Profession

Voice
Female

Personality

Appearance

Extended Character Properties
Goals

Inner Conflict

Skills

Weaknesses

Quirks / Habits

Further Details

Alex Freiâ€™s real mother and informant for the Valkyrie Underground.

References

Attachments

Involved in

Related to

Placed at

Speaks in

Viktor Frei

Template

Main Character Template

Project path

Entities/Characters

Description

Alex Freiâ€™s real father and was a Nazi scientist who worked with Dr. Kunze on the human genetic program, and was also an informant for the Valkyrie Underground.

Main Character Template

Basic Character Properties

Age

Species

Born in

0

Sex

Profession

Voice

Male

Personality

Appearance

Extended Character Properties
Goals

Inner Conflict

Skills

Weaknesses

Quirks / Habits

Further Details

Alex Freiã€™s real father and was a Nazi scientist who worked with Dr. Kunze on the human genetic program, and was also an informant for the Valkyrie Underground.

References
Attachments

Involved in

Related to

Placed at

Speaks in

Entities/Organizations
The Overwatch

Template

Project path
Entities/Organizations

Description
Established in 1947, The Overwatch is the successor to the Nazi police force known as the Gestapo. The purpose of The Overwatch was such that it allowed the average

citizen (within the accepted civil classes) to become heavily involved in local law enforcement and over time allowing them to gain greater opportunity and respect within there city districts. This process was designed to make ruling over vast amounts of people and distances much easier for the Empire by delegating responsibility to trusted citizens throughout the cites.

Modern Overwatch Metrocops have a reputation of brutality and political corruption within most major cities. There fierce and harsh response to signs of government disloyalty and having access to advanced robotics and weapons makes The Overwatch a force to be reckoned with.

References

Attachments

Involved in

Related to

Placed at

Speaks in

The Valkyrie Underground

Template

Project path

Entities/Organizations

Description

Inspired by the actions of Colonel Stauffenberg in 1944 the The Valkyrie Underground was a group of people that vowed to take back there nations freedom and was instrumental in working with the Russians to form a underground railroads to protect the Jews, Blacks and others threatened by the Nazis. The organization has worked in secrete for decades silently waiting for the right time to strike back at the heart of the German state.

References

Attachments

Involved in

Related to

Placed at

Speaks in

Flow

Chapter 1 - Decision Point

Template

Project path

Flow/Chapter 1 - Decision Point

Description

AD 2049 - Its New Years Eve In the Capital City and Supreme Chancellor Eichman is about address the nation from the steps of the Volkshalle. He will speak of a new

path for humanity and a glorious future. His true meaning will go unnoticed by most.

Alexander, recently admitted to the Mertocop academy, hurries from his home to his post at a certain government building in preparation for the Supreme Chancellor's New Year's address. Through the events of today he is forced to make a choice and chooses to save this girl named Kristin Ritter. This decision will change his life forever.

References

Attachments

Following elements

Chapter 2 - Cause and Effect

Flow Fragment

Previous elements

The Prologue

Flow Fragment

Involved entities

Takes place at

Chapter 10 - Wasteland

Template

Project path

Flow/Chapter 10 - Wasteland

Description

Scavenging spare parts through abandoned ruins at night while fighting off mutated humans that were "left overs" from crazy Kunze experiments to get scrap buggies to run for the ride back to Berlin.

Attempt to get back to the city to complete final pieces of the operation to stop the genetic modification and overthrow the Nazi rule.

Forest battles with Nazi troopers that have tracked you down and are brought in by Dropships responding to the crashed Zeppelin.

Hillside vehicle / exploration gameplay

Ambushed by a gang of blood-thirsty bandits and scavengers on the outskirts of the city.

Finding a path into the city slums through the sewers and tunnels so not to be seen by Overwatch.

Regrouping with the Valkyrie Underground.

References

Attachments

Following elements

Chapter 11 - Eviction
Flow Fragment

Previous elements

Chapter 9 - Sins of Our Fathers
Flow Fragment

Involved entities

Takes place at

Chapter 11 - Eviction

Template

Project path
Flow/Chapter 11 - Eviction

Description
Stop Stage 2 of U50 (which contaminates the air) of the Genetic Formula with the information that you get at the lab.

Lukas Ritter will sacrifice himself to stop stage 2 of the Genetic Formula and gives his leather book (Bible) to you to give to his daughter Kristin.

Stage 2 is only slowed down and the air is eventually contaminated.

Return Lukas Bible safely to his daughter Kristin. Its marked at Habakkuk 2:12, you read it and find the strenth to press on.

(anger)

Kristin seeks revenge for the death of her father and despite the possibility of Alexander's DNA being obtained by the Nazis they plot to kill the Chancellor.

infeltrate a braudcast station.

Start an uprising that leads to a revolution by braudcasting the information about ginetic mutation you recieve at the lab over the airways and tvs.

References

Attachments

Following elements

Chapter 12 - The Flame Rises
Flow Fragment

Previous elements

Chapter 10 - Wasteland

Flow Fragment

Involved entities

Takes place at

Chapter 12 - The Flame Rises

Template

Project path

Flow/Chapter 12 - The Flame Rises

Description

Fight your way with the masses into The Volkshalle (â€œPeople's Hallâ€œ)

Deiderich calls off the troops and arranges for Eichmann to be alone and venerable to attack.

Kill Supreme Chancellor Heinrich Eichmann inside The Volkshalle (â€œPeople's Hallâ€œ)

Deiderich has plotted for a long time take his place as Supreme Chancellor and appear to save the people from this horibal fate. He has used the Valkyrie Underground to acheve his gole. Deiderich wants only power and control.

With Eichmann dead Deiderich takes control as he had planned from the beginning.

References

Attachments

Following elements

Chapter 13 - Baring Gifts of Fire

Flow Fragment

Previous elements

Chapter 11 - Eviction

Flow Fragment

Involved entities

Takes place at

Chapter 13 - Baring Gifts of Fire

Template

Project path

Flow/Chapter 13 - Baring Gifts of Fire

Description

Deiderich strikes back and sends in the Nazi SS troopers to capture Alexander and Kristin.

Alexander holds off the enemy so that the US spy can save Kristin.

He prepares the final piece of the genetic mutation formula. Stage 3 of U50 (The Molecular Resonator) a massive tower in the center of the city with relay towers all over Europe will bathe the half the world with radiation on Jan 1, 2050.

Takes Alexander prisoner and tries to extract his DNA for the third and final stage of the Genetic Formula to be properly calibrated.

The end of humanity as we know it draws near. Something else will take its place if drastic measures are not taken.

Alexander is brought to a secure Military facility where Deiderich begins the extraction personally.

Alexander somehow escapes and must fight his way out of the bunker.

run through the city streets as the citizens are punished for their insubordination.

References

Attachments

Following elements

Drastic Measures

Flow Fragment

Previous elements

Chapter 12 - The Flame Rises

Flow Fragment

Involved entities

Takes place at

Chapter 2 - Cause and Effect

Template

Project path

Flow/Chapter 2 - Cause and Effect

Description

Now concitered a trator and hunted by the state, Alexander is brought to a lower level district and introduced to the Valkyrie Underground. An older man named Lukas Ritter is the leader of the Valkyrie Underground and Kristins Father. Alexander is still Lukas knew Alexanders parents and explains

References

Attachments

Following elements

Chapter 3 - Hard Reset

Flow Fragment

Previous elements

Chapter 1 - Decision Point

Flow Fragment

Involved entities

Takes place at

Chapter 3 - Hard Reset

Template

Project path

Flow/Chapter 3 - Hard Reset

Description

Alexander must get into the Overwatch database to reset his information to gain legal hand prints and eye codes.

Mag-glove (Magnetic Glove)

References

Attachments

Following elements

Chapter 4 - One Among Us

Flow Fragment

Previous elements

Chapter 2 - Cause and Effect

Flow Fragment

Involved entities

Takes place at

Chapter 4 - One Among Us

Template

Project path

Flow/Chapter 4 - One Among Us

Description

Valkyrie Underground betrayed from within by Benjamin Cole. It seems Deiderich has had an eye on the resistance all along. Alexander faces his murderous Stepfather now knowing the truth he confronts Simon Weber for the last time.

References

Attachments

Following elements

Chapter 5 - Plan B

Flow Fragment

Previous elements

Chapter 3 - Hard Reset

Flow Fragment

Involved entities

Takes place at

Chapter 5 - Plan B

Template

Project path

Flow/Chapter 5 - Plan B

Description

(re-accessing the situation and adjusting to account for the threat and move forward with setting up the "game-changing operation")

References

Attachments

Following elements

Chapter 6 - Transient Dream

Flow Fragment

Previous elements

Chapter 4 - One Among Us

Flow Fragment

Involved entities

Takes place at

Chapter 6 - Transient Dream

Template

Project path

Flow/Chapter 6 - Transient Dream

Description

(using new "game-changing mechanic" player discovers way to setup the "game-changing operation".)

Subway Train (Mag-glove gameplay)

References

Attachments

Following elements

Chapter 7 - Foreign Aid

Flow Fragment

Previous elements

Chapter 5 - Plan B

Flow Fragment

Involved entities

Takes place at

Chapter 7 - Foreign Aid

Template

Project path

Flow/Chapter 7 - Foreign Aid

Description

The United States comes into contact with the Valkyrie Underground... that informs them that if they can destabilize Nazi control that the United States would invade to liberate and save the people.

Save the American spy.

Learn through saving the spy that the water is being contaminated as we speak with the genetic mutilation formula and there is only a matter of time until the effects of this are seen throughout the city unless something is done quick.

References

Attachments

Following elements

Chapter 8 - The Inevitable

Flow Fragment

Previous elements

Chapter 6 - Transient Dream
Flow Fragment

Involved entities

Takes place at

Chapter 8 - The Inevitable

Template

Project path
Flow/Chapter 8 - The Inevitable

Description
Attempt to avert Stage one of U50 the Genetic Formula that will chance mankind, the flow of the main water system must be diverted or stopped from reaching the city aqueducts.

This plan fails and the water is contaminated.

Escape from rising water levels inside hydro sanitation facility.

Seek answers from a scientist names Kunze who lives in the Auschwitz Laboratories many miles away but may have a solution to this problem.

Find quick transportation to lab.

Learn about the Zeppelin going to the lab with General Christof Herman onboard.

References
Attachments

Following elements

Chapter 9 - Sins of Our Fathers
Flow Fragment

Previous elements

Chapter 7 - Foreign Aid
Flow Fragment

Involved entities

Takes place at

Chapter 9 - Sins of Our Fathers

Template

Project path

Flow/Chapter 9 - Sins of Our Fathers

Description

Sneak on board Zeppelin to Auschwitz Science laboratory without being detected.

Fight and kill General Christof Herman and his Nazi entourage.

Zeppelin crashes near Auschwitz Laboratory.

Enter the Lab facility.

Meet the now crazy Dr. Kunze.

Kunze having locked himself in a secure part of the lab because of the monsters on the loose sends you on a wild goose chase around the expansive lab to retrieve 5 scientific items he needs in exchange for information about Alexander's parents and how to stop the genetic formula from altering and killing the population.

Retrieve item #1

Retrieve item #2

Retrieve item #3

Retrieve item #4

Retrieve item #5

Return to Kunze

Kunze mentions Alexander's mother after she was arrested many years ago and how she was used as a test subject for his experiments. He then tell Alexander how to stop the genetic mutation.

Learn about your fathers role in creating the genetic modification and discover how the genetic sequence would only work successfully if his DNA was incorporated into the final stage. Alexander then realizes that this was a trap by Kunze to capture and kill Alexander to use his DNA to complete and stabilize the genetic formula for the Eichmann.

Kunze injects himself with the formula he makes with the items Alexander just gave him and tries to kill him.

Fight unstable genetic "Monster Kunze"!

Escape the Lab.

References

Attachments

Following elements

Chapter 10 - Wasteland

Flow Fragment

Previous elements

Chapter 8 - The Inevitable

Flow Fragment

Involved entities

Takes place at

Drastic Measures

Template

Project path

Flow/Drastic Measures

Description

References

Attachments

Following elements

The Finally

Flow Fragment

Previous elements

Chapter 13 - Baring Gifts of Fire

Flow Fragment

Involved entities

Takes place at

Ending

Template

Project path

Flow/Ending

Description

References

Attachments

Following elements

Previous elements

The Finally

Flow Fragment

Involved entities

Takes place at

The Finally

Template

Project path
Flow/The Finally

Description

References
Attachments

Following elements

Ending
Flow Fragment

Previous elements

Drastic Measures
Flow Fragment

Involved entities

Takes place at

The Prologue

Template

Project path
Flow/The Prologue

Description

AD 2027 - In the Capital City Victor and Sophia Frei are putting their 6 month old son Alexander to bed when their apartment is raided. The Overwatch led by a certain man named Simon Weber Have come to arrest them both for treason. Simon sees in the eyes of the boy something very valuable and believes this child could be of use to him...

References
Attachments

Following elements

Chapter 1 - Decision Point
Flow Fragment

Previous elements

Involved entities

Takes place at

Comments

(1/5/2013)The "mothers lullaby" is sung and is the only audio as the events of this prologue transpire.

Flow/The Prologue

Untitled flow fragment (09)

Template

Project path

Flow/The Prologue/Untitled flow fragment (09)

Description

Its just past sunset and Sophia is holding her baby close while singing a soft and beautiful lullaby. Watching the twinkling lights of the Capital City from her apartment window she ponders within herself if change is even possible after so much time passed with prolonged occupation. The years have dulled the sense of urgency that she knows once was felt by people under oppression.

In the shadows Her husband Viktor prepares the childs bed as her asks her a question.

References

Attachments

Following elements

Untitled flow fragment (10)

Flow Fragment

Previous elements

The Prologue

Flow Fragment

Involved entities

Takes place at

Untitled flow fragment (10)

Template

Project path

Flow/The Prologue/Untitled flow fragment (10)

Description

Simon Weber and 2 other Metro Police rush in and attempt to arrest them for treason.

References

Attachments

Following elements

Untitled flow fragment (11)
Flow Fragment

Previous elements

Untitled flow fragment (09)
Flow Fragment

Involved entities

Takes place at

Untitled flow fragment (11)

Template

Project path
Flow/The Prologue/Untitled flow fragment (11)

Description
Victor resists to protect his family and is killed in the apartment by Weber while Sophia is carried away.
References
Attachments

Following elements

Untitled flow fragment (12)
Flow Fragment

Previous elements

Untitled flow fragment (10)
Flow Fragment

Involved entities

Takes place at

Untitled flow fragment (12)

Template

Project path
Flow/The Prologue/Untitled flow fragment (12)

Description
Alexander is left crying on the floor taken by Simon Weber who intends to adopt him

as his step son for his own selfish reason.

References

Attachments

Following elements

Untitled flow fragment (13)

Flow Fragment

Previous elements

Untitled flow fragment (11)

Flow Fragment

Involved entities

Takes place at

Untitled flow fragment (13)

Template

Project path

Flow/The Prologue/Untitled flow fragment (13)

Description

As he picks up the baby the camera zooms in on his hand as it becomes the Promethean logo against the city lights outside the apartment window.

References

Attachments

Following elements

The Prologue

Flow Fragment

Previous elements

Untitled flow fragment (12)

Flow Fragment

Involved entities

Takes place at

Notes

Class System

Template

Project path

Notes

Content

This new world society is based off of a class system that is dictated by a citizens: race, ancestry, disabilities as well as punishment for past State offenses. Once assigned to a class you cannot leave that class unless mandated by the government for reasons of service or punishment. Inter-class marriage and is not promoted. Animosity between classes is nearly encouraged by the Nazi state.

Upper Class (I)

The Level I class, consisted of Aryan decedents that were given wealth and power as reward for there loyalty to the State. Usually aristocratic families and politicians who rule there cities exactly as told by the Supreme Chancellor to maintain there current position and lifestyle. Families in or of military background are seen as Upper and Middle Class depending on their service. Level I citizen enjoy the privilege of having access to almost all parts of the cities and their sub-levels.

Middle Class (II)

The Level II class is the common citizen of Europe and have access to Level II areas only unless specified otherwise by the State. Consisting of mostly workforce and skilled labors as well as low level military families and police force. This class resides in government housing within large urban centers throughout Europe.

Lower Class/Peasantry (III)

Placed in the Lower Class are the elderly and disabled as well as farmers, peasants and those of unfavorable lineage. Level III citizens are only permitted on the lower levels and outer rims of Germanian cities. Lacking sufficient healthcare and clean water, this class is often left to fend for itself. Level III citizen is only permitted in the old, forgotten slums of the modern cities. Surviving the elements by using what ever means necessary, the ruins of the old world beneath the metropolis becomes home to the largest of the three major classes.

Slaves (IV)

Out of near necessity, forced labor constructed the new Germanian cities and slavery became the norm in some places in Europe, but was never made a public option to own a slave. Those who opposed the Nazi agenda were arrested and imprisoned for treason, and usually ended up as either modern slaves or executed.

Inferior Races (V)

In the mind of the Nazis, to make way for the Aryan master race, humanity must be pruned . The Jews in particular were seen as an inferior and dangerous race that must be wiped out to prevent further contamination of the Aryan gene.

Environment

Template

Project path

Notes

Content

Starting in the late 1940s using the forced labor of the occupied nations the Nazi regime build massive cities directly on top of war torn Europe that has been

ongoing for nearly 100 years. The pressed German engineers had to find new ways of constructing these metropolises. To portray the sense of dominance and power, the modern Germanian architecture was mostly composed of concrete, glass and metal. Utilizing straight lines with repeating geometry the strong shapes and forms looming over the eyes of the public were detached and unrelatable to the common working class. Built to glorify the great leaders of the past and serve as intimidating reminders that the State is in control of your lives. Grafted atop the crumpled ruins of war torn cities using massive walls of scaffolding to support the new cities above, one can often see a glimpse of what once was, colorful reminders of past tragedy peaking through the the gray and blue of the modern German cities.

Setting

Template

Project path

Notes

Content

The year is 2049AD and the future of humanity is being drastically altered by the ideals of a mad-man. One man, Alexander Frye, must discover his heritage, claim his father's legacy and disturb the present in order to avert this eminent threat to civilization. With the help of a covert resistance group called the Valkyrie Underground, he will seek to save the future of his people and rekindle the fire of human liberty once again.

In the capital city called Germania over 100 years into the Nazi Third Riche established in 1946AD. It is a time of great scientific and architectural advancement by the German engineers, all for one purpose, control. Control over the peoples wealth, control over the peoples daily lives and soon, even control of there genetics composition.

The Nazis scientist have been hard at work studying human DNA manipulation over the passed few decades and plan to create a genetic formula that will adjust the very make up of the human body to the image of their sought after master race. The history of these secret genetic tests are horror stories within themselves, unstable and unpredictable the test subjects that survived were monstrous at best. After years of refinement and improvements were made the announcement was made public and a new path for humanities future had been made, but there was still one missing piece to the Nazi's genetic puzzle.

A resistance group called the Valkyrie Underground witch was formed during WWII and survived throughout the years has managed to gain information of this threat to society and plot once again to overthrow the Nazi State.

Timeline

Template

Project path

Notes

Content

Stock Market Crash

Oct 24, 1929

The U.S. stock market crashes. The impact in Germany was dire, millions were thrown

out of work and several major banks collapsed. Adolf Hitler and the Nazis prepared to take advantage of the emergency to gain support for their party.
Rise of the Nazi

Jan 20, 1933

Nazi party rises to power and Adolf Hitler becomes Supreme Chancellor of Germany.
Invasion of Poland

Aug 25, 1939

Hitler ordered the military to initiate operation Fall Weiss (Case White), the invasion of Poland.
Killing of Jews

Sep 3, 1941

Routine mass killing of Jews started on 8 December at Kulmhof concentration camp.
U.S. Presidential Race

Nov 6, 1941

Wendell L. Willkie (Republican) wins U.S. presidential race against incumbent Franklin D. Roosevelt. (Democrat)
U.S. Steps Down

Jul 4, 1941

President, Wendell L. Willkie (a firm believer in the Monroe Doctrine) cuts all ties with foreign nations and focuses on rebuilding the U.S. economy.
U.S. Goes Dark

Nov 1, 1942

Internally the U.S. economy is booming , fortifying its borders to prevent against the threat of German attack, the United States closes its borders and goes dark for many decades.
Operation Valkyrie

Jul 20, 1944

Operation Valkyrie goes into effect and is successful in killing Adolf Hitler! Unfortunately that information never leaves the Wolf s Lair Compound. Colonel Stauffenberg nearly escapes but is captured and executed three days later for high treason. Through his execution Stauffenberg inspires an underground revolution throughout Germany called The Valkyrie Underground that still exists to this day.
Hitler Declared Dead

Jul 22, 1944

Adolf Hitler, Supreme Chancellor of Germany is publicly declared dead.
The Third Reich

Jul 24, 1944

Heinrich Himmler assumes power as Supreme Chancellor and vows to carry out De Fuhrer s master plan for The Third Reich. Starting in the late 1940s using the forced labor of the occupied nations the Nazi regime build massive cities directly on top of war torn Europe that has been ongoing for nearly 100 years. The pressed German engineers had to find new ways of constructing these metropolises. To portray the sense of dominance and power, the modern Germanian architecture was mostly composed of concrete, glass and metal. Utilizing straight lines with repeating geometry the strong shapes and forms looming over the eyes of the public were detached and unrelatable to the common working class. Built to glorify the great leaders of the past and serve as intimidating reminders that the State is in control of your lives. Grafted atop the crumpled ruins of war torn cities using massive walls of scaffolding to support the new cities above, one can often see a glimpse of what once was, colorful reminders of past tragedy peaking

through the the gray and blue of the modern German cities.
Valkyrie Underground

Aug 4, 1944

Inspired by the actions of Colonel Stauffenberg in 1944 the The Valkyrie Underground was a group of people that vowed to take back their nations freedom and was instrumental in working with the Russians to form a underground railroads to protect the Jews, Blacks and others threatened by the Nazis. The organization has worked in secrete for decades silently waiting for the right time to strike back at the heart of the German state.

The Red War

Feb 13, 1945

All out war between the Russian Red Army and the Nazi War Machine is at its worst. For decades young Russian boys are raised for the sole purpose of fighting back the neighboring enemy. They are expected to die in battle and accept that as an honer and as their fate.

Invasion of Britain

Oct 22, 1945

Called "Operation Sea Lion" The Nazi invasion of Britain begins.
Exodus of England

Nov 1, 1945

The aristocracy, royalty and nobility of England flee from the invading army and intend to make Canada their new home. Most of the transatlantic ships are sunk by the German U-boats waiting for them off shore. Hundreds of thousands die in the cold Atlantic waters that day and the few who survived and made it to Americas are the last to escape the Nazi rule.

The Foundation for the Future

Apr 19, 1946

100 years of construction on the Third Reich begins all over Europe. The new Supreme Chancellor plans a massive project and invests enormous priority in technology to help him keep his new found people under government control.

Overwatch

Feb 27, 1947

Established in 1947, The Overwatch is the successor to the Nazi police force known as the Gestapo. The purpose of The Overwatch was such that it allowed the average citizen (within the accepted civil classes) to become heavily involved in local law enforcement and over time allowing them to gain greater opportunity and respect within their city districts. This process was designed to make ruling over vast amounts of people and distances much easier for the Empire by delegating responsibility to trusted citizens throughout the cites. Modern Overwatch Metrocops have a reputation of brutality and political corruption within most major cities. There fierce and harsh response to signs of government disloyalty and having access to advanced robotics and weapons makes The Overwatch a force to be reckoned with.

Class Warfare

Sep 22, 1955

This new world society is based off of a class system that is dictated by a citizens: race, ancestry, disabilities as well as punishment for past State offenses. Once assigned to a class you cannot leave that class unless mandated by the government for reasons of service or punishment and inter-class marriage is prohibited. Animosity between classes is encouraged by the Nazi state to help fragment the population.

Technological Revolution

Jun 14, 1969

Advanced aircraft landing pads, robotics and complex computer systems are implemented into the infrastructure of all Germania.
Temporary Peace

Dec 3, 1974

After decades of fighting Germany and Russia sign a temporary peace treaty, tensions remain very high. The world population has decreased by 37% since 1940 as a direct result of radical Nazi ideals and endless warfare.
The Twelve Year War

May 13, 2025

Another war breaks out between Germania and Russia. The Twelve Year War begins. This is a new age and a different world but the same prestigious still exists only now they are hardened by the horror story of war and brutality told by the fathers and grandfathers passed down to this generation.
Alexander Frei

Aug 18, 2026

Humanity Lost

Jan 1, 2050

DNA modification becomes mandated for all citizens.

TO DO List

Template

Project path

Notes

Content

Establish a solid "Setting"

Fill in all basic Characters Information.

Complete main plot points.

Come up with a solid ending that allows for next game.

Revise Character Information to account for major plot points and proposed ending.

Add more information to Timeline page.

Decide basic city functions (civil classes, electricity, water, transportation, food etc...)

Create architectural guide lines for environments in each major area.

Flesh out weapon concepts.

Flesh out vehicle concepts.

Flesh out Nazi personnel.

Flesh out Overwatch personnel

Flesh out Resistance personnel

U50 Mandate

Template

Project path

Notes

Content

(U for Ubermensch which means Super-human and 50 for the year 2050)

Genetic mutilation formula called U50. This Formula is designed to be activated in three stages. This Formula was designed to improve the genetics of the so called "worthy individuals" and kill the rest of the population in order to clean the genetic slate for the Nazi's "Master Race" to come.

Stage 1

After being dissolved in water, and ingested into the body, this formula targets specific aspects of the host's DNA and remains dormant until stage 2 is detected.

Stage 2

After inhalation from the air this stage of the formula...
the effects of it are...?

Stage 3

is triggered by "The Molecular Resonator"

the effects of it are, the formula adjusts the body over a short period of time based on a pre-determined set of standards given to the formula by the Nazi scientist. (part of which was taken from Alexanders DNA) If the pre-determined features can not be adjusted the effect will be grotesque-mutation of the body, followed by a rise in body heat, a loss of sanity and eventually death.

Transcribed Voice Notes

Today is 04/09/2012, and Adam and I are sitting here discussing things for Prometian.

And now I'll give it over to Adam. We're talking about chapter 9, is where we were at. And now you you'll hear Okay. That. So we were talking about the inevitable where okay.

So the the the water system has been contaminated and chapter 8 is act actually where you start to learn about the contamination in the water and you have to go to the main water system and avert the flow.

And I'm not good with knowing that I'm being recorded. Just don't think about it. Okay. So the the grading has you know, we have enemies from both and the water levels rising.

Mhmm. And Plan fails escaping from the water levels inside the hydro station sanitation facility. So you're having the water being didn't see that. The water is going to go this so this is not going to save the situation.

No. No. No. It it it fails. And that it is gonna kinda invert it for the time Yeah. It's gonna either slow it down or, you know, the problem's still gonna be there. Right? So and this is what sets up for the sins of our fathers.

You know, we need to go chapter 10 -- Mhmm. -- and and we need to find a way to stop this. When you actually revert the chemical process Yeah. So and that's why we need the help of Coons.

We go there to seek it out. So we don't know that he's And we don't yeah. And all okay. So what I've got here is okay. So after we escaped from that, we we kind of regroup and say, okay. We need we need some help from this.

Maybe you hear maybe the background on the ground knows about the scientists that worked with your father a long time ago and still, you know, still -- Mhmm. -- still knows how to maybe solve this problem.

So I seek answers from scientist named Coons who lives. In the Auschwitz Laboratories, many miles away, but may have a solution to this problem. Okay. So we need to have a quick way of getting there.

So I was thinking that's when we can bring in the Zepel and I love it. Love it. So we need to find quick transportation. Learn about the Zeppelin going to the labs of general, Kristoff Herman.

Maybe Herman is there to maybe Herman is going there actually retrieve to bring Coons out of the facility because down here, I've kind of written that coons after you've entered okay.

After the the the zeppelin level when it crashes or whatever -- Okay. -- near the facility. You enter the facility you meet doctor Coons, but Coons has locked himself into a secure part of the lab.

And he's done that because so he could protect himself from these monsters that, you know, from his experiments have gotten out and they're kind of roaming all across this They've lost -- Yeah.

-- they've lost containment, Joshua. Yeah. And so and he needs certain scientific items that are thrown out throughout this the laboratory, and you have to go and get them for him, and he will tell you what you need to know.

He'll tell you let's see what I've got here. Coons has locked himself inside the secure part of the lab.

The monster's on the loose. He sends you on a wild goose chase. Not really. I mean, you're actually getting things So I've got just 5 things, retrieve item, 1 through 5. Yeah. Yeah.

But we can come up with, you know, actually something that what what they are, maybe it's some kind of chemical compound and this is some kind of laboratory tool or But he he will exchange information about your parents and how to stop the genetic formula.

For, you know, if you retrieve these items for them. Mhmm. And after you've gotten them all, your turn to Kunes, and you learn about he he starts to talk about your parents and his, you know, how he knew your father, good stuff.

And And then since he's kinda crazy in my in my mind, I think he's kinda crazy.

Did you see the picture? Hold on. Love who you've got. Yeah. Soon as I thought of the crazy scientist. I was like, that guy has those eyes and the cheekbones that are just creepy.

At the same time, that's so prototypical. We we've gotta do something that change them a little bit. Oh, yes. No. I I was just thinking, like, the i's and cheekbones, obviously, if we're gonna model it.

Very tired looking. Yeah. Like, bag. In c. Yes. Verint's arrogant. So, you know, he's obviously obsessed with something. So realizes You know, you know, I can read this quickly and you can read it to me.

Yeah. I have been reading it this is kinda where my idea because at the end of this level, this is where he you escape, obviously. And now the only way to get back in time is to travel through the waste.

Alright. We're recording again. Take 2 because the first record obviously stopped.

So we're on 2 continuation for it. I think it was, like, 3 minutes.

I wasn't done. Yeah. It was only, like, 3 minutes. The yeah. The wasteland. This was where my ID idea came from. The email I sent you and you can look at it later was and this is kinda getting ahead of ourselves into a second game.

But if we can have a good reason for a second game Well, our our reason for second game is obviously because we've discussed you don't beat Diedrich.

No. Yeah. He's still alive. But what if you get this hint as you're running through this wasteland, you get this hint that while these mutants are mutated, they still have a consciousness.

They still have a rim that the reason they're in hiding is because of their appearance, not necessarily because of who they are.

It genetically mutated them, not all of them. Some of them may went around my and it killed them, obviously. But some of them Well, that's all killed in.

And continue. But the the reason I said that is because because now this is where it comes in.

Is if you I mean, just a hint of it. Just a hint of it. Because in the second 1, how cool would it be if 1 of your missions in the second game is you have to convince these mutants to join the resistance in order to beat Diedrich.

That would be Because now he's got his super mutants, and you need the, like, what you would call, you know, per tip 1 -- Yeah.

-- or the before before the death killing and the ability was added Maybe they didn't get as much of the or before the death serum was added to the DNA sequencing, maybe that's why and you have to get them to but they kinda you kinda get the hint that they might actually be willing to maybe So maybe they're more afraid of you than you are of them.

Maybe that's why Well, they're they're hiding an they're acting out towards the yes. They're showing not aggression.

But it's a defense mechanism. We do this so that we can live. Yeah. Because maybe the whole time tombs has a group of army who have been chasing them down and trying to kill them so that there's no evidence.

Yeah. And so but you don't with that second game to find all that Well, and also I wanna bring in, you know, the idea of, like, on world war 3 when the United States comes out of darkness and tries to liberate Europe from -- Exactly.

-- the Nazis. But now but now you've kind of got this this point where we've come so far along you know, and the idea can be we can't segregate these people.

Yeah. It's almost like it's almost like a third party. Just because they don't they looked different, but they still have consciousness. They're still human beings.

They're just mutated. We need to we need their help. There's no way that we can do this without their help. And that's that's that's something actually that Fallout 3 did pretty similar to that near the end, like, pretty common.

That was that was the that was the overarching conflict that you really didn't figure out until the end of fallout 3, but It's kinda pretty common. I mean, look at Halo. The covenant was your enemy.

Yeah. Now they're now they become your, you know, your ally or at least some of them become your ally -- Mhmm. -- so that you can inevitably reach this main goal that you have together. Because if you don't, everyone's Everyone's out.

Yes. So that's where I was. And that's the goal of it off you. The waste land, that's obviously where you And so you got vehicles. Sing sing, you know, you're by yourself out of the waste land.

So previews, exploration. It's it's a lot you know, the the levels will be more open world design. K. So are is that the beginning of that? That level gonna be where you gets the buggy, or is that gonna be in chapter like Yeah.

I think the Like this stuff right here, scavenging spare parts, Okay. So we may yeah. We may be able to move this part to here. Yeah. If we could do stuff like that, just bump that last part off.

Yeah. Well, I just was thinking, you know, Because I know this will probably take up at least 2 different levels, like loading times, you know, because the laboratory's gonna be pretty big. Maybe 3 or 4 different maps.

But, you know, we can make we can make do Well, that gives you also a goal in the wasteland. The goal is you're scavenging apart. Yeah. You're trying to find And that would be kind of fun, a little bit more relaxing.

Yeah. It's not as intense. And maybe maybe instead of having all of the maybe instead of having the surrounding areas, wood like the woodland laid back kind of explorative -- Mhmm. -- free time almost. Yeah. I'm with you on that.

And then so the next chapter chapter 12, I've named eviction, just because we're going in and we're trying to after we've gotten back to the city, we've we've gained the knowledge of how to defeat this this this formula that's been in the water system.

And we need to come up with that. Like, what does Coons tell us that helps us destroy, like, maybe I was thinking maybe it's some kind of additive release release into the air or something.

Or maybe if we vaporize the water, like, in Well, I forgot what movie that was in. Oh, batman begins.

Remember that microwave emitter kinda so I mean, it's a sci fi world so we can come up with something -- Yeah. -- something cool. Although in that manner, it it it allows for the toxin to be in in, you know, put into the body.

But in this game, we can use it to defeat the toxins. Mhmm. That'd be the only way it can be Yeah. Like carry the blood roller or blah water.

Yeah. Maybe it's an off It's off yeah. Talkdesk. Sequium soluble solution. Yeah. That that's why I wanted to talk with Zach. Because he's, you know, he knows all his smart medical terms that I don't know.

And so he wants to come up with some kind of actual scientific name for this -- Oh, yeah. I'm with it. -- formula. He's gonna be working on that. So eviction, after we've done that, we've we've got a okay. So this is where we get back.

So after we get back to the city, I think it would be cool to be ambushed by this kind of outcast gang of, you know, they're self sufficient.

They're kinda of thirsty bandits, you know -- Mhmm. -- from you know, they they live kind of around the city. And so maybe you're getting close. And you think you're you're about to get in the city and ambush you.

And so you've gotta fight your way back into the city. Mhmm. And it's a different it's a different almost mad max kind of rage style fighting. Mainly? Because, obviously, you don't have a lot.

Yeah. Mainly, they would probably have, like well, you could pick up with and stuff. They would probably need, like, spears and things like that because they don't have the resources -- Yeah. -- from people that are inside the city.

Exactly. Mhmm. And they'll probably be a different races too because if they're, like, you know, German, you know, prestigious races, they would be inside the city. Very good. Which allegation is when Diedrich starts back.

I'm not sure okay. So after we we've killed we've taken care of the problem and killed Diedrich or Hindler -- Mhmm. -- for Eichmann. Sorry. Heinrich Eichmann. This is where it starts to get fuzzy for me at the end.

Well, it's gotta this is kinda where we're just trying to decide, do we do how do we wanna finish, like, setting up? Yeah. Do we want how much into Diedrich involvement and his power that we wanna delve into.

It kinda depends on at the end of the game if we sit here and go, okay. We've got enough to make a second game. I think the most important part though is how do we heal Eichman?

How do we arrange that to happen? And then we can decide, okay, where does Deedrick come in after that? Yes. Obviously, he's not gonna show himself to be the big manipulative guy until after after he's chancellor.

Well, you could you could do something along the lines of okay. Here you are. You have just kill Eichmann, Diedrich has stepped in and you you're captive now.

Yeah. And now because they need your DNA to finish it off. Right? They capture you. Now he's pulling your DNA. I mean, maybe Coons is there, pulling your DNA. You coons in Diedrich. Well, no. I've got a pure coons. Is he being cute? No.

He turns himself into this monster and tries to escape from the lab. Maybe Caesar he's got a he's got a formula though that turns him into a really strong Maybe Diedrich is pulling. And that's that's that's what these items work for.

Yeah. Yeah. Maybe Diedrich is pulling your blood. Right? Okay. And he's revealing to you his ultimate plan all along, all these things. And at the end of the game -- You escaped -- what's the girl's name?

Who's the girl with the other ground? Or maybe this is where the US actually comes in to. You've met the Or maybe it's the spy and the girl that come in. They they rescue you. You think Diedrich might be dead, but you're not sure.

That That that would be And and tries to protect you. That would almost be like a closing cutscene where you see you going off to America because now the scientists doesn't care what to study your game.

Maybe you see, like, the the Valkyrie underground's area is being raided. Exactly. Pictures of this thing. Yeah. And And so you've destabilized the Nazi government, but they're still trying to hold on to it.

Yes. And I've also added real quick to to Lucas Ritter. I think he needs the sacrifice himself. I feel like he's the kind of person that needs to sacrifice himself the greater good even though he has a daughter or whatever.

I've added some things to him, like, I think okay. I think in my mind, he's a a Jewish German, like a German Jew.

Like, his his parents, 1 was Jewish, 1 term. So he's kind of a mix. And he carries an old leather book with him wherever he goes. And some people think it's a Bible, but no one's sure.

And no one's he's not he doesn't let anyone touch it or Book of Eli. Yeah. Kind of like Book of Eli type thing. Mhmm. And then that's where he gets it, you know, he's he's a very wise figure in the game. And maybe he he Be careful.

We have to be careful with that. Yeah. I know. Just because of you don't want it to be to book of Eliish and people go, oh, we got that from book of Eli. Well, the book of Eli is pretty I mean, Pretty different. Have you seen the movie?

It I have seen the movie. It is different, but at the same time But it's not the last book in the whole world. It's just the last on Europe. No. Yes. But I'm just saying that's why I said you have to be careful about it.

Yeah. And I don't want it to be like I don't want that to shake. No. Everything about him, obviously, you know but I think it should be maybe maybe when you're introduced to him, maybe he's reading it, and he puts it up really quick.

And you just barely even know run through me real quick before I leave. Anything else you got? And then why you have these pictures? We haven't discussed why you're having pictures of each person. These are just so I just So Well,