AI-X

Concept Document and Script — Narrative Educational Game about Artificial Intelligence

This game is a narrative RPG with simple visuals, a humorous, ironic, and absurd tone, whose main objective is to teach real concepts of Artificial Intelligence in a critical and accessible way, without treating AI as magic. The experience mixes learning, strange narrative, and comedic situations, always maintaining a lighthearted atmosphere of mystery.

General Premise

The player controls Kov, a provocative and curious character, who is unexpectedly kidnapped and taken to an isolated camp run by a conspiracy-minded Professor. The Professor genuinely believes in absurd theories about mind control, aliens, 5G, and secret societies, but at the same time correctly teaches the technical fundamentals of Artificial Intelligence and Information Technology.

Kov initially believes the Professor to be a kind of "technological wizard," capable of using AI as if it were magic. Throughout the game, Kov learns how AI really works and realizes that there is nothing supernatural about it, only misinterpreted technical knowledge. In the end, Kov flees the camp and seeks out the police, culminating in an ironic and absurd ending.

Introduction and First Minutes

The game begins with Kov aimlessly wandering through a common area. The environment is normal and silent, with no signs of danger. The player only has control over movement. Kov finds a strange, golden object, and soon after is inevitably kidnapped, without any choice.

The first dialogue in the game occurs at the camp, when the Professor suddenly appears and welcomes the player. He wears a tinfoil hat and introduces himself with exaggerated enthusiasm. Kov reacts with confusion, not fear. The player doesn't yet understand that this is an educational game. The initial feeling sought is one of something funny, ironic, and mysterious.

At this moment, the Professor gives Kov a device similar to a "Game Boy," which houses the AI Assistant.

Kov — Protagonist

Kov is provocative, ironic, and slightly mocking. Kov learns out of curiosity, not fear, and wants to understand just how much the Professor really knows what he's doing. Kov doesn't feel empathy for the Professor and doesn't undergo a major emotional transformation throughout the game. His change is purely intellectual: he learns that AI isn't magic.

Kov only decides to run away when he realizes the Professor is just an exaggerated conspiracy theorist, not a magician. Even when failing challenges, Kov always reacts by encouraging him to try again.

Professor — Antagonist

The Professor truly believes everything he says. He's not pretending or consciously manipulating. He explains real AI concepts correctly, but constantly intersperses nonsensical conspiracy comments. He talks a lot, thinks he's absolutely right, and never completely loses control of the situation.

The Professor only becomes aggressive when Kov tries to escape. He fears practically everything: alien invasions, reptilians, mind control via data, and modern technologies. Despite this, he needs to "lose" in the end so that Kov can escape.

After Kov escapes and seeks out the police, the game reveals an absurd final scene: a police officer removes a mask and reveals himself to be a three-eyed alien, opens the Professor's head, and installs a 5G chip.

AI Assistant

The AI Assistant is a character in its own right. It knows everything, but never gives ready-made answers. Its role is to offer hints, challenges, quizzes, and feedback. It has a sweet, innocent, and slightly confused personality, inspired by silly characters, and doesn't fully understand why Kov wants to escape.

The AI never lies, but sometimes gets confused. It doesn't contradict the Professor on content, only guides Kov neutrally. It only judges the player when there are escape attempts. The AI doesn't evolve throughout the game and is afraid of water, only shutting down if it comes into contact with it.

Educational Modules

Each module represents a learning block about Artificial Intelligence. The Professor wants to prove his theories and share knowledge. Kov needs to understand the content to advance; it's impossible to progress without learning.
The player can make common mistakes, such as agreeing with conspiratorial explanations. These choices are considered "interesting mistakes": the Professor is pleased, the environment becomes more visually confusing, and technical progress temporarily stalls.

The camp doesn't physically change after modules, but the Professor reacts positively to good performance, as does the Assistant AI.

Visual Items and Perception Alterations

During classes, Kov is required to consume strange items (such as acid, spoiled yogurt, smoked oregano, or sniffed sugar) to visualize abstract concepts. These items are mandatory, do not affect the ending, and do not alter dialogue, but cause visions whenever used.

The Professor encourages the use of these items as an "easier" way to understand the content. The AI neither approves nor mocks. There is no usage limit, and no item lies about its effects.

Progression and Consequences

Mistakes do not accumulate punitively. The game records past decisions to identify player difficulties, using AI to adapt challenges. It's impossible to complete the game without learning the content.

There are no multiple narrative paths or alternative endings. Learning is always rewarded with progress.

Climax and Ending

The climax occurs when Kov realizes he knows enough to escape. The final confrontation involves decisions and understanding, not physical strength. Kov escapes alone. The AI does not directly participate in the escape.

The ending is ironic and critical. The player clearly understands why they won. The outside world is shown briefly. The game ends with a strange, funny, and reflective feeling.

Game Message

The game seeks to break the idea that AI is magic. It shows, in an uncomfortable and comical way, how misinformation can coexist with real technical knowledge. The game doesn't directly criticize anyone; everything is treated as a joke.

The player should laugh at the characters and situations. The game doesn't take a political or ideological stance. The desired final feeling is: "I understood AI well, I didn't understand everything in the game, but I found it funny."

The game is more educational than narrative, more provocative than comforting, and aims to make the player aware, not necessarily intelligent.

Summary in one sentence:

A strange and funny game that teaches AI without magic.