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| “The generational sap”  By  Loic, Luc, Nick and Gavin |
| This place  Most likely NSW  Some random number  @Myspace |

FAde In:

Scene Name - Opening

(Scene description/opening)

(The city of Flow, the main electricity generator is functioning as normal, and (enemy) robots are seen exiting the facility through the exit of the playable area.This is all being monitored through the security camera, which then the screen(s) turns to static. And the security room is shown as the camera pans out just enough so that the monitor of the computer is just enough to leave the borders viewable to the player.)

Security (Speakers)

--WARNING—

A viral AI has compromised the system

Executing firewall protocol

--EMERGENCY—

Seek out the nearest human techni-

(The computer’s static slowly fades away)

AI HAcker (player)

ELECTRICITY---DIMINISHING------POWER-----INSUFFICIENT---- ROBOTS-----STEAL----ELECTRICITY-----RECHARGING—

(The monitor changes it’s screen to a security camera. On the monitor it displays “MONITOR 5” and it shows the generator room’s previous “image”)

AI HAcker (player)

INEFFECIENT ----ROBOTS----UNAUTHORISED—

 ACCESSING----MAIN-CORE-GENERATOR-UNIT-ZERO—DASH—ONE—0---1 ---PROSPERITY----ACCESS—COMPLETE--- ---CONTROL---OVER---GENERATING---UNITS—SUCCESSFUL—

SCENE FADE TRANSITION

(The current scene shows the monitor room again, the camera is panned out just enough to see the monitor and the desk in front of it. There is little static on the screen, and this static reveals a subtle silhouette possible the AI that the player controls.)

AI HAcker (player)

----I----P-ZERO—ZERO---ONE---SHALL---PREVENT---ACCESS— ---ELECTRICITY---UNDER---MY---COMMAND--- ---POWER---IS—MINE---I---WILL---PREVENT---BLACKOUT.

SCENE TRANSITION

(Title screen)

The security room again with the monitor showing the generator room.

SCENE TRANSITION

(Monitor room)

The camera now focuses on the monitor screen. The Hacker AI has found a time schedule for robot charging periods. The AI also finds that it can call in the robots earlier than scheduled. On its monitor, the Hacker AI has access to different defense towers thanks to its security system.

The AI calls upon the first wave.

The AI places defenses within the facility, unfortunately for the AI, it can only see what the security cameras see. On top of that, the requirement for placing towers is the generator’s electricity.

Generic Robots

Initiating......Charging...Sequence.......Activating...Recharge...Function..........

As the wave progresses, the AI continues to utilize the defence system it’s been granted access to as a means to prevent the generator from losing all its electricity from the robots.

Generic Robots

Error...Charge...Station...Compromised....Locating...Next...Available...Generator...Error404...Continuing...Recharge..Function

The first wave is beaten.

AI HAcker (player)

FIRST---WAVE---WAS---BEATEN---GIVE---MY---CONDOLENCES---TO---THEIR---MAKERS---------

The struggle for literal power will continue for a lot longer yet, human kind left behind many a robot, and they all need to recharge somewhere.

Should the player fall victim to the ever lasting Robot Recharge function;

Scene transition

(The lush green glow of the generator that illuminates the room dims pathetically, and like a dying firefly, the light disappears into oblivion.)

AI Hacker (player)

ERROR---ERROR---FATAL---EXECUTION---ERROR---RESART---GENERATOR---TURN---POWER---OFF—THEN---ON---AGAIN---RE---RESTA-REeee….

The power cuts out after a few seconds the pitch of the AI’s robotic voice starts to deepen as the electricity diminishes into nothingness.

BLACKOUT

GAME OVER

the end