1. The political and social landscape would not be different than how current predictions of 2054 are. Our game does not take place in an alternate reality.
2. It’s located at an airport, it’s like a TSA but more bionic parts are out there so the checks are more comprehensive and sometimes comedically over the top
3. TSA agent
4. It’s a short 15-20 minute experience, so they’ll interact with their own government, the news will give updates about the world and events that impact gameplay, and companies design new cybernetics constantly that you’d have to check for, and criminal organizations would have unregistered cybernetics that don’t show up in their documentations.
5. Everyone is human, and there are native citizens, migrants, rich people and poor people. The class system is similar to Cyberpunk 2077 and Cyberpunk Edgerunners in terms of the gap between rich and poor.
6. First you compare their document expiry dates and documentations listing their cybernetics, and interrogate them. The way you scan people once you suspect them is by turning your head in VR to the right side, where you have to shine a light on them, press buttons, similar to Vent Repair minigames in the Five nights at freddy’s Help wanted VR minigames.
7. The different augments could be for example enhanced eye implants, cybernetic legs, cybernetic arms, weird bones, and all of these can be regular enhancements, or weapon enhancements, which they would need proper documentation and/or military clearance for.
8. Anything weapon related, including cybernetic arms that are rated for too high of a strength for example.
9. Behind the player is an upgrade screen, if they rotate left twice or right twice you can look at them, press buttons to spend the money you get from arresting criminals or letting valid travelers enter. They are simple upgrades that increase the speed or efficiency of different devices.
10. The player can show mercy and bend the rules for a penalty from the state, but gain favor of some travelers for the story and a chance at a better ending.
11. The player will mostly encounter tourists, hitmen, refugees and natives who could have been impersonated.
12. NPC’s can show anger if they’re refused entry and gratitude if they’re allowed in despite having rulebreaking cybernetics
13. Only through dialogue. We have 6 weeks to build the game and body language is out of scope.
14. There is an anonymous boss sending letters to inform you of policy changes
15. Cyberpunk aesthetic
16. We are inside a station that travelers walk in front and to the right of. In front of us the traveler shows up and hands us the documents, to the right is the scanner you send them to if they need further inspection, behind you is the upgrade panel, and to the left is an alarm button.
17. NPC’s look cyberpunk-ish with the cybernetics I mentioned before. Clothing style is cyberpunk, no holograms.
18. Ambient sounds while playing the game, small voice bytes of the travelers explaining themselves, and the machines which are inspired by among us tasks also make different noises.
19. The music is just ambient noises.
20. It’s a stationary vr game with hand tracking, and tried and true vr gimmicks like moving physical objects around, holding up a scanner to a traveler’s different bodyparts, etc.
21. Grabbing, pushing buttons, etc. Some examples: Like Vent repair from Five nights at freddy’s Help Wanted VR minigames, job simulator and the interactions you already make in paper’s please.
22. There is a narrative that overarches around a couple of days of you working at this TSA.
23. All the concerns that would arise in a future version of our world in 2054 would arise. Loss of privacy especially, which a lot of traveler’s would complain about, and rules would tighten throughout the story based on traveler’s complaints.
24. Everything is scripted. The only choices the player has is denying or letting travelers through and the ending can be either good or bad depending on how much mercy was shown.
25. Yes, each day should introduce more mechanics, and the first day should serve as a simple tutorial.
26. New tools over the course of multiple days, and rules of inspection changing. Characters would be more subtle and sneaky with their cybernetics.
27. The end goal is avoiding a certain number of penalties, while not letting too dangerous of a traveler through who could pose a career ending danger.
28. The time limit is on the overall workday.