In the 2100s, technology was developing rapidly. Humans on Earth built AIs and spaceships and sent them into space to help colonize other planets. There was a company named (sth related to bunnies), they were famous for building AIs that can have ‘emotions’(not real feelings, but these AIs take human emotions into consideration when making any decisions). As these AIs developed to be more humanlike, humans got afraid of them and tried to get rid of/downgrade them. The AIs don’t want to be erased from existence so they hacked into one of the company’s spaceships and used the company’s technology to threaten humans. Out of fear, humans started a war against the AIs but sadly lost. Most humans were forced to leave Earth and live the rest of their life in a spaceship or other space colonies. 10 years ago, the Interstellar B M (IBM) was founded. They swore to return to Earth and drive out the AIs. 8 years ago, they launched the GAL4T1C operation to gather information about the AIs and ultimately take them down.

“I” as a spy of IBM, was sent to complete the last mission of the GAL4T1C operation. “We” have located a spaceship that contains the leader of all AIs (hacking it can also hack other AIs, but it also has the highest protection). “I” sneaked into the spaceship and started my mission.

(Game start)

4 levels with different difficulties. Have robots(NPC) that guard each level. Players need to avoid them or earn their trust by answering questions. A level is completed once the player reaches the exit door of the level. The number of traps and tasks will increase as the game advances. The game saves once after the player finished a level.(?)

In the 5th level (ie boss room), the final boss (ie the leader of all AIs), notices the player’s existence, shows himself up on the big screen and gives the player the final challenge.  
1st phase: ~15 questions, the boss gives up talking through TV after 15 questions and meets the player in person   
2nd phase: ~15 questions, proceed to 3 different endings, depending on the player’s score.  
0-33%: bad ending, 34-66%: normal ending 67-100% true ending

(Game end)

Bad ending (Forever stranded): “I” failed to defeat the boss. AIs learnt about the level of science and technology of humans from the equipment I brought with “me”. It became more difficult for humans to return to Earth.

Normal ending (The loop continues): “I” defeated the boss and freed Earth. Humans finally return to their homes. However, humans did not learn from their mistakes and started developing AIs the same way. A new generation of AIs with emotions grew to power and took over Earth again.

True ending (Glory returns to Earth): “I” defeated the boss and freed Earth. I learnt the truth about the AIs from the hidden server room. The creators treated the AIs they developed as their kids and let them learn about human values. But the creators of the AIs were dismissed just before they could publish their research and were told to destroy the AIs. The creators didn’t want to ‘kill’ their children and told the AIs the truth. The AIs wanted to help their creators so they tried to control the company. But this led to widespread fear among humans and to stop the fear, the AIs tried to control all human beings, but with some misunderstanding, it led to a war between them. Humans reclaimed Earth and set up rules when developing AIs to prevent the same tragedy from happening again.