BIT_BOT

Exploring the starting story / lore and how some mechanics can be introduced thematically.

MOMENT_0:
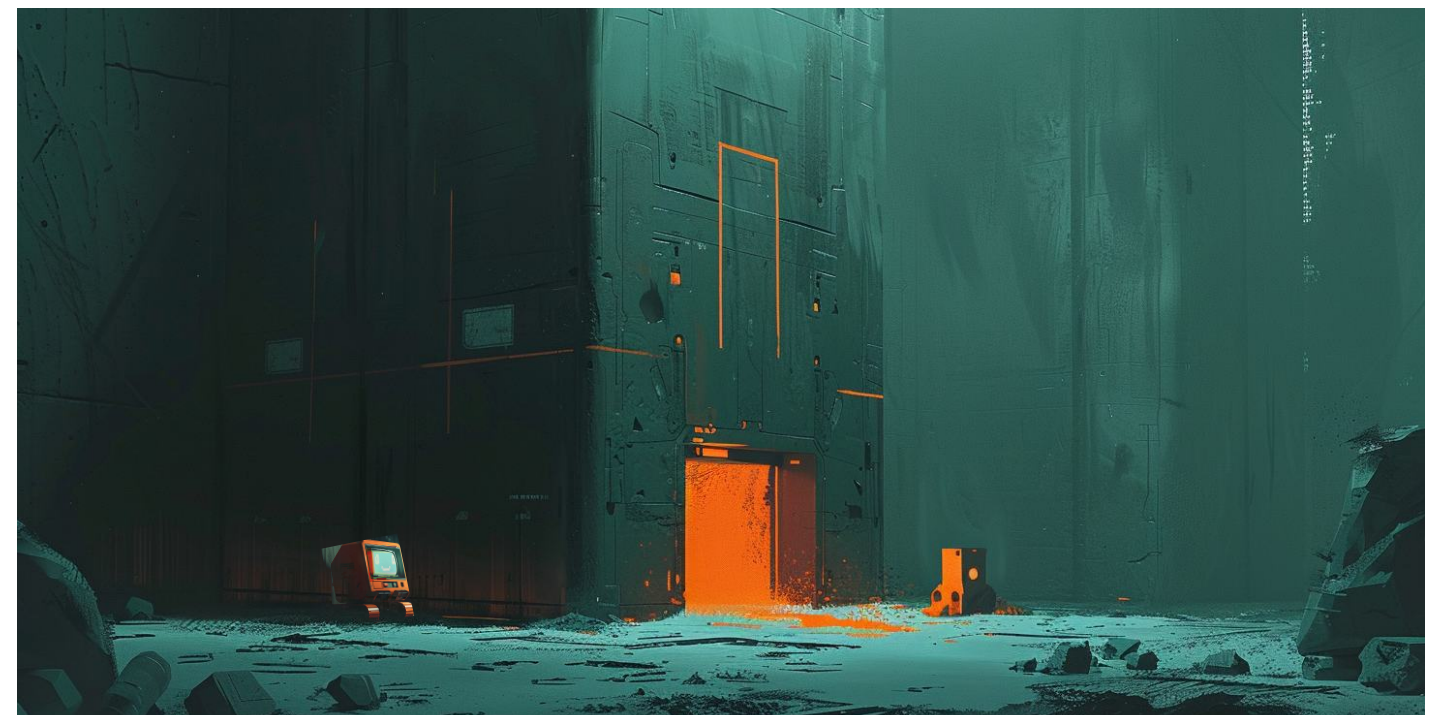A screen lights up showing a retro inspired computer turn on sequence revealing BIT_TECH

MOMENT_1:
The startup sequence glitches as the camera zooms out reveal a computer monitor with wheels

MOMENT_2:
A face on the screen starts to wake up, it looks a bit surprised/unsure. **Player gains control**

MOMENT_3:
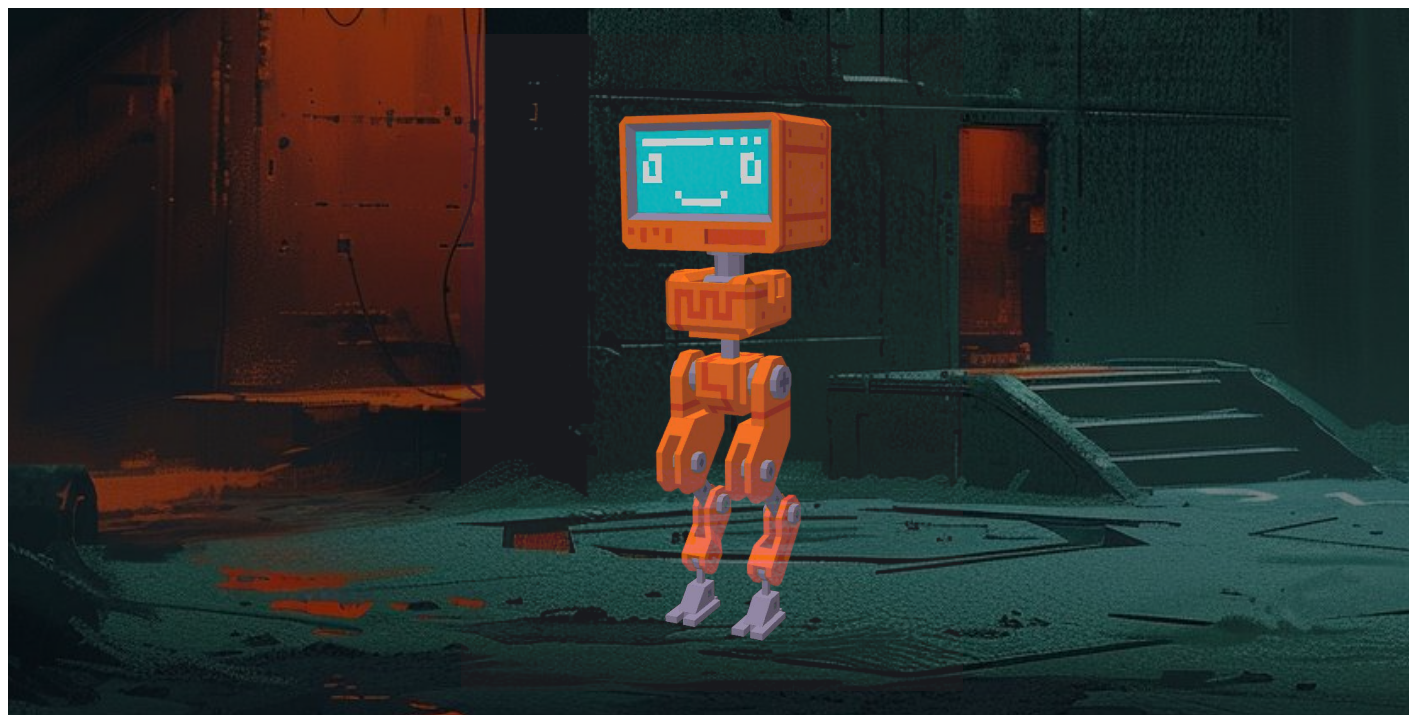The player manuevers "BIT_BOT" using stealth and timing to solve a few puzzles to progress.

MOMENT_4:
The player will end up in a room that has a set of BIT_TECH robotic legs
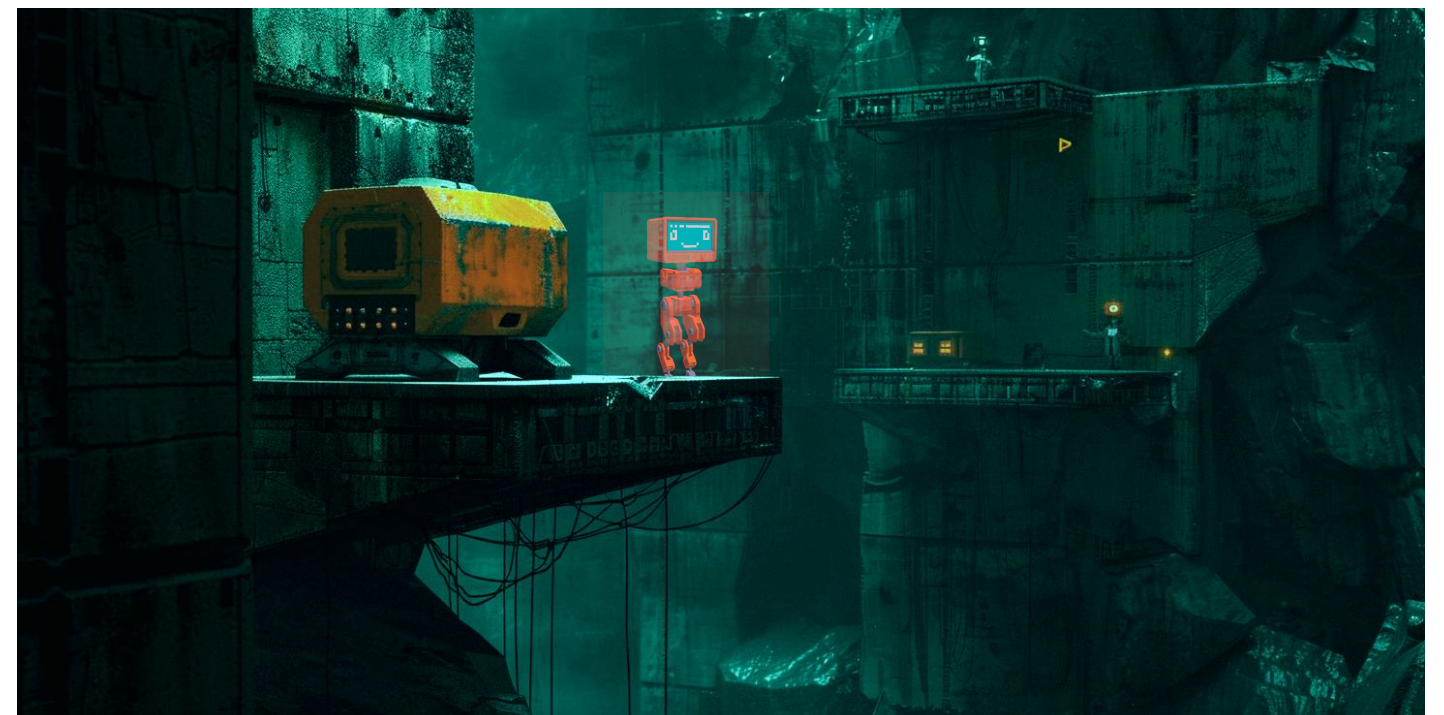

MOMENT_5:
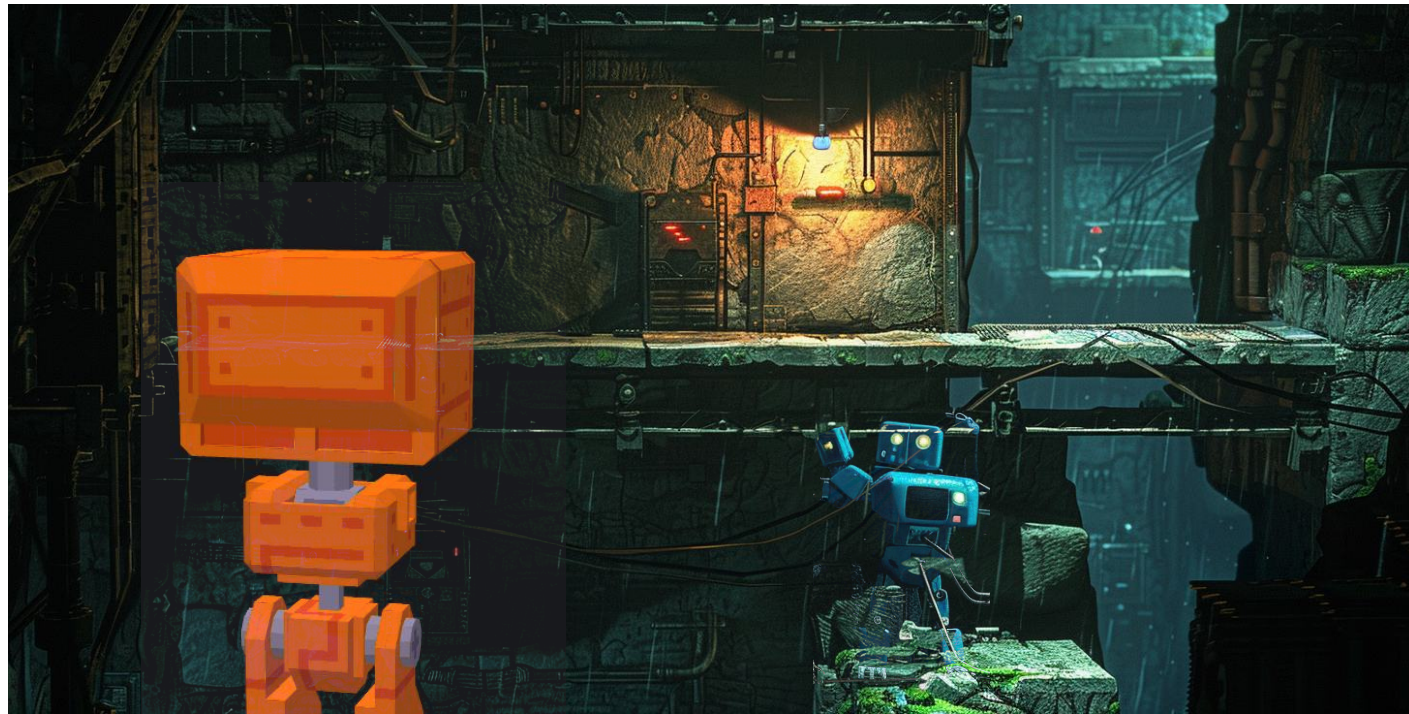Upon approaching, a BIT_TECH robotic arm grabs BIT_BOT and starts assembling its legs

MOMENT_6:
The player regains control, now BIT_BOT has the ability to **jump**, and is **faster**
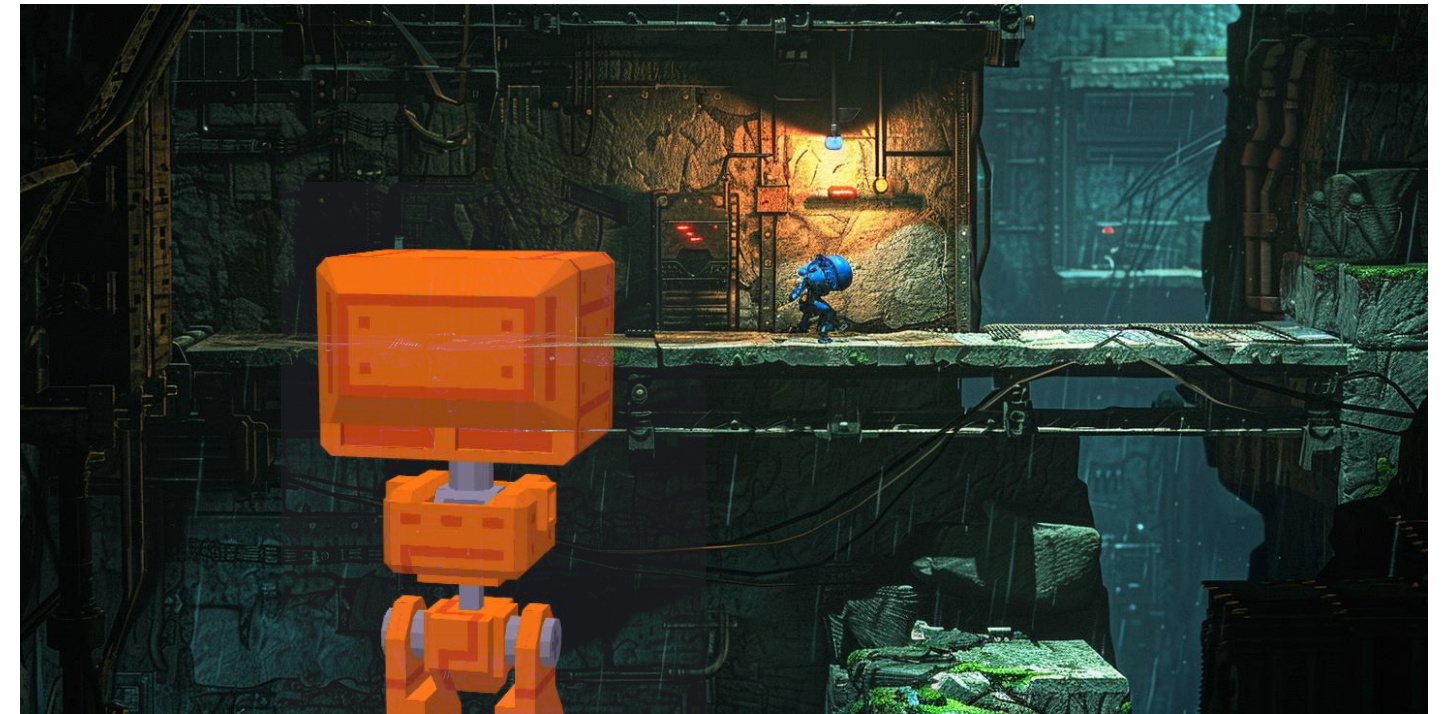

MOMENT_7:
With their new abilities the player can access new areas and new puzzles by **jumping** up ledges.
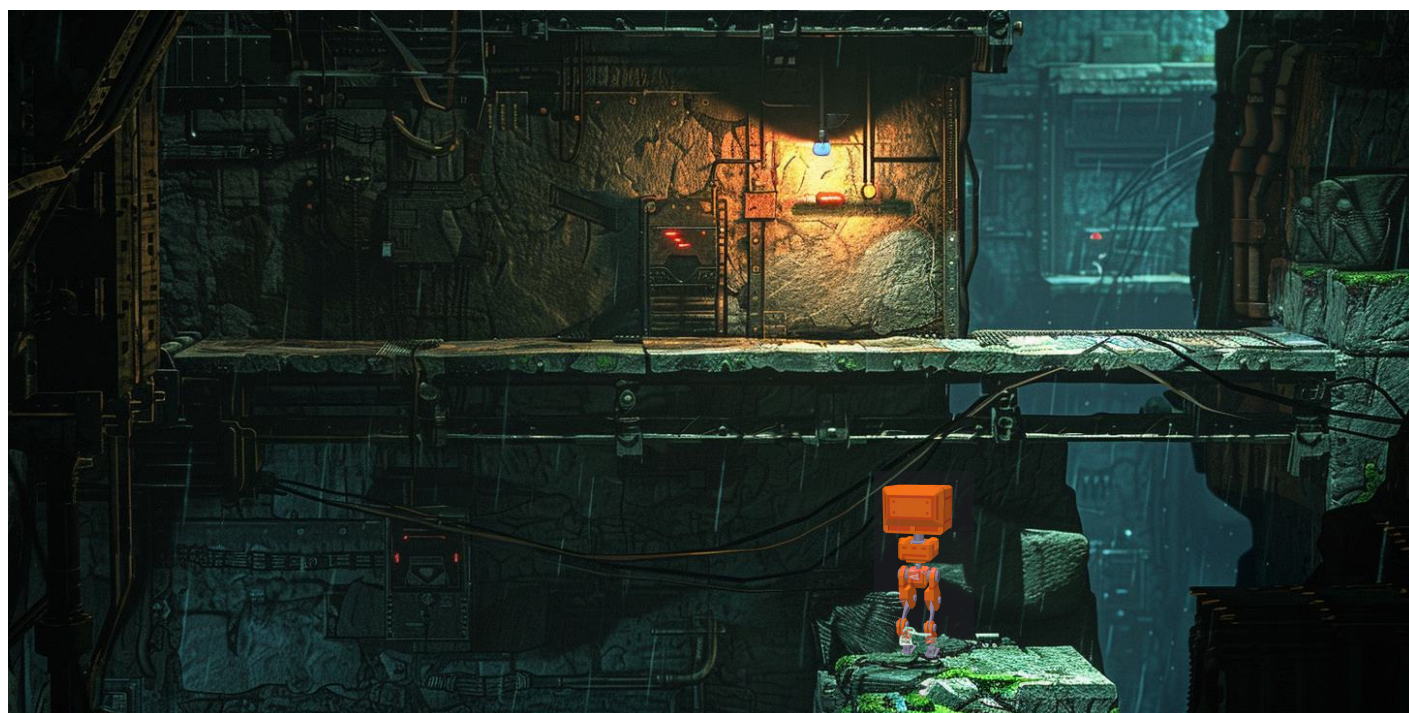
MOMENT_8:
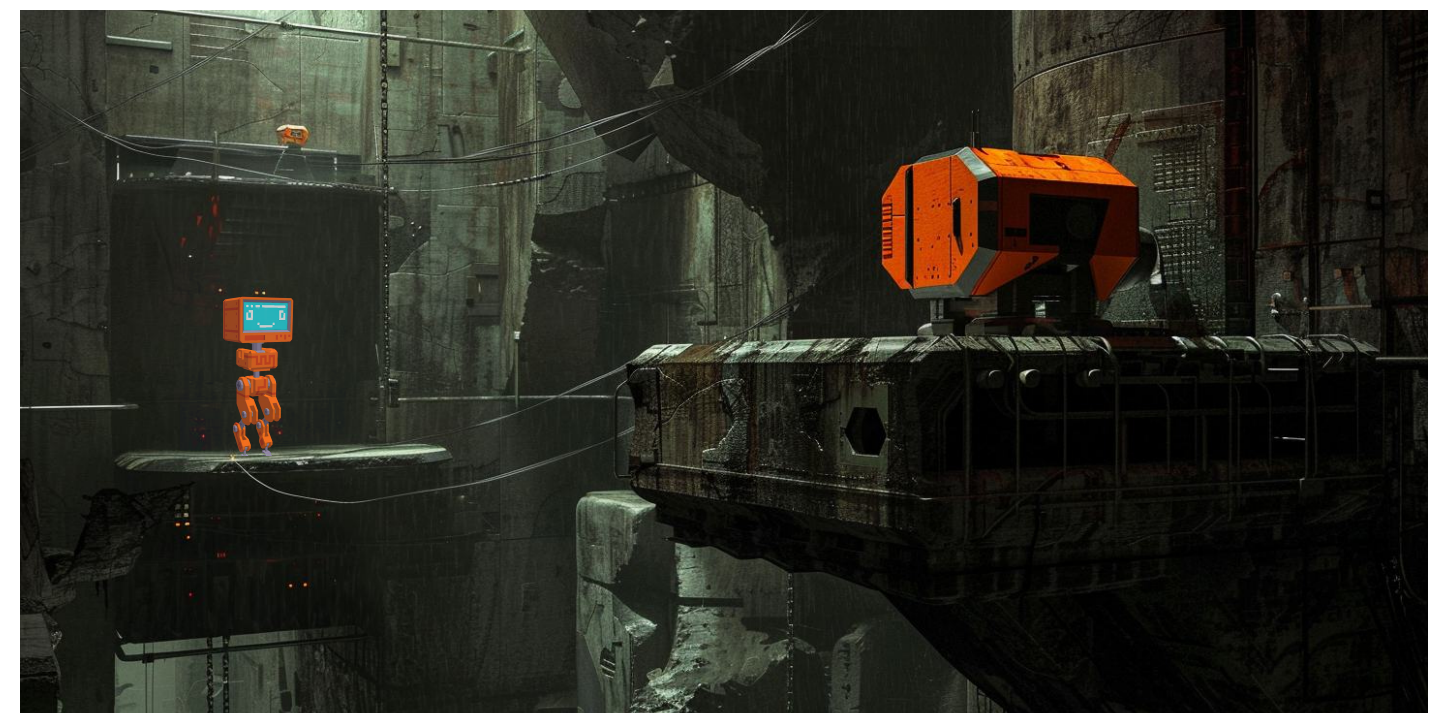After a couple of **jumping** puzzles, the player finds a blue robot seemingly waiting for BIT_BOT

MOMENT_9:
After BIT_BOT moves, the robot suddenly jumps up, **climbing the ledge** and runs out of sight

MOMENT_10:
If the players attempts to follow they will find they are **unable to climb the ledge**

MOMENT_11:
With no prompts or hints, the player will have to **explore** if they want to progress / find **blue bot**

MOMENT_12:
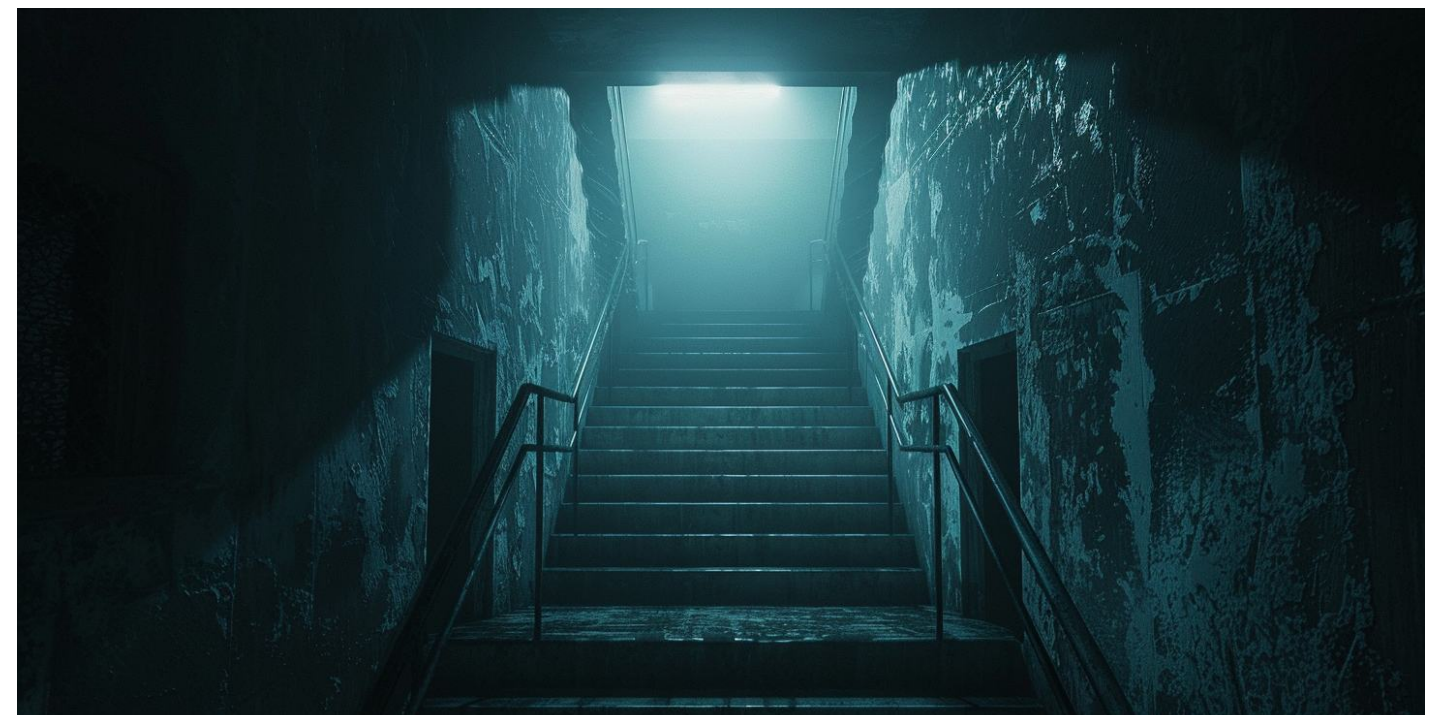After exploration and more **jumping** puzzles, the player finds another doorway glowing orange

MOMENT_13:
Entering will allow BIT_BOT to be assembled with BIT_TECH arms, allowing them to **grab ledges**

MOMENT_14:
The new mobility allows the player to reach new places / secrets, including **the ledge from before**

MOMENT_15:
Following the path of the **blue bot** leads to a long stairway up

MOMENT_16:

The player reaches the top, revealing a beautiful world filled with mysterious dark **labyrinth-like mechanical structures** on a body of water. They are **connected by bridges** and the **vast network of underground bunkers**. The BIT_TECH logo can be seen throughout. The real adventure begins.

Ben Fowler

THANK_YOU

The general beats of the story / mechanics are there for the start of the game.

Im open to all suggestions about the environment and setting, particularly the outside connected environment.