### Story set-up and Plan (WILL CHANGE)

## Initial Hub Scene

* Introduction to gameplay
* Introduces Malum, Agent 37 and the premise of taking out the enemy robots
* Teaches the player how to navigate and use the space
* Primary communication consists of the booths orders receiving from Malum

## Scene 2

* Getting the player adjusted to the gameplay style
* Makes the player comfortable with the environment
* The story follows along with the first scene producing the feeling of normality of shooting the robots

## Scene 3

* Malum starts slipping up with the words slightly hinting towards the robots being human.
* One major enemy target
* “Target the Hum-Enemy Leader”
* Gameplay continues as usual. Killing all robots will trigger the next scene being sent/ teleported between scenes(MIGHT CHANGE)

## Scene 4

* The environment can be completed without the killing of every robot. The target enemies are the key ones to surpass the level
* Malum will continue to slip up with the dialogue hinting at the humans

## Scene 5

* Agent will notice that the enemies are human
* The scene will still require one human to die in order to bring out Malum

## Scene 6

* Malum will appear asking you to make the choice, to fight him or continue saving the world from the Humans that have destroyed it
* Choice of fighting will cause you to kill Malum to finish the game
* To continue killing humans will send you back to the first level as part of operation BlackOut (mind wipe)