### 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 between scenes

## Scene 4

* Having the environment still playable to killing every type of npc available
* Familiarity with the miss communication of the enemy npcs

## Scene 5

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

## Scene 6

* Similar premise to scene 5 being able to bypass levels without killing every possible npc
* Killing a focused character

## Scene 7

* Agent will notice that the enemies are human
* The scene will still require one human to die in order to bring out Malum
* 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 not realising the Agent will have noticed.

## Scene 8

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

## Scene 9

* 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)