

RPG Ideas

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Viewpoints

- Side On
- From Above
- Perspective

World Design

- One big dungeon

Story

- Setting - Near Future (Deus Ex / Anarchy Online)

World

Different world.

Plot

Nano-Aug human - scientist that invented augmentations, wants to give people the augmentations to make the world better but the military try to steal it for weapons. The government-funded facility/project is attacked by the military, the scientist has to fight through the army and learn how to use his augmentations to fight. He has to fight through the facility. He has to choose whether to go the route of "weaponization" vs "humanity" and the game ending will reflect choices made. The game would have three endings based on the augmentation choices. "Good" or "for the benefit of humanity" ending where the augmentations benefit everyone as a whole, "bad" or the "military" ending, where the augmentations are designed for warfare, or "neutral", where the augmentation project is destroyed. The final boss is a research assistant who wants to keep the research for himself. (A God Am I applies).