Hey, this is Andrew Berry of Team RBG. My main contributions to Humanity Lost include the story, inventory system, shop system, UI, and the design of the prison scene, as well as many other miscellaneous tasks. The story of Humanity Lost starts prior to the events of the game itself. In the opening cutscene, you’re told of a big robot rebellion that occurred in New Cyber City that ended with the enslavement of all the humans who resided there. The blame for this falls mostly on our protagonist, who hatched a plan out of desperation to lead an all-out assault on the city. This just ended up making it much easier for the bots to squash the rebellion, and for his transgressions against the new robot overlords, the protagonist was beaten within an inch of his life. The bots forced a surgeon named Clayton to make sure he lived, and the only way to do this was by replacing most of his body with robot parts. Without their knowledge, Clayton made the parts enhanceable, so that the cyborg he created would have a chance at taking back the city. All that remained was to break the cyborg out of the jail he was thrown into post-surgery.

All of this was decided very early on in development, and I quickly drew up a storyboard to detail how the story would advance from there within the game. This storyboard is no longer up to date, but it is the one we looked at for reference for the entire development period, so it’s the one I decided to show. In the first scene of the game, Clayton tells you to turn on the lamp in your room so he can make sure you’re the cyborg. We removed the stuff in between because it wasn’t necessary. He then unlocks the door and you’re free to escape the prison. This next bit was heavily changed, but some of the ideas are still in the game. For example, originally you got a disarming chip for disarming the cameras, and not doing so would cause you to be put back in your cell. Now, pressing a button disarms the cameras, and not doing so just results in more robots being spawned in the prison. There isn’t a combat tutorial anymore because the combat in this section is very simple and we figured it would just waste time. You simply leave the jail after defeating some of the guard bots.

Most of the city is blocked off until you find and enter the sewer. However, we changed the bit about resting so that the player can just leave as soon as they are ready. That’s where we are in terms of the storyboard now, because we wanted to focus on making assets and implementing systems. We plan on realizing the rest of this storyboard next semester. It will have you going through a few quests for the small resistance in the sewer, and gathering intel about the area boss. Then the game will open up more, allowing you to acquire sidequests from NPCs around the city and requiring some exploration in order to find a way into the area tower, which will be set up like a Zelda-esque dungeon. I’ve outlined a few of those quests here, and for others I was waiting until we got to a point where implementing quests was more feasible. We’re now at about that point, so fleshing out sidequests will be one of the first things I do next semester.

As I said, the other aspects of the game that I was in charge of were the chip and shop systems, with the former being much more complex and taking up a good deal of my efforts. The way that it works is that you will either find chips in the overworld, buy them from a shop using the scrap that enemies drop, or receive them as a reward for completing a quest. Once you’ve received a chip, it goes straight into your inventory that you can open by pressing Tab. There are four different types of chips, so you just look for the chip in each of the lists, and you can click on it to equip it once you find it. This melee chip is used by pressing the right mouse button, and it simply attacks the enemy right in front of you. Once I get through the prison, I can show off the Bullet chip as well. These are the only working chips currently, but I did spend a lot of time trying to make the chip-acquiring process as streamlined as possible, so that next semester implementing chips will be very quick and easy. We’ll be able to make a lot more of them then. The last thing I want to show is this shop system I made. Right now the only shop is located in the sewer, so I’ll head there real quick. Again, we only have the two working chips due to the inventory and other systems getting higher priority, so this chip in the shop doesn’t do anything as of now. However, as you can see, when I buy the chip, its quantity goes to 0, its price of 10 scrap is taken from my scrap count, and the chip has been added to my inventory.