Ideas for the plot of the RPG

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All the RPGs need the basic features like modifying the main character, like selecting name, gender, etc.

1 Alice in Quantumland: An allegory of quantum physics.

Develop the map completely based on a Quantum world; the puzzles to solve could be quantum phenomena (entanglement, superposition, etc.), it could be fully based on [[1]], taking the charachters from the book, we could also take as characters of the map the developers of Quantum Mechanics (Plank, Heisenberg, Schrödinger, etc) [[2],[3]], there's is also a TV-Serie call Devs which plot takes topics of the Quantum computing revolution.

1.1 Details

- Check the basic phenomena to be included in the story to guaranty its correct implementation.

- Use the quantum mechanics paradoxes as part of the maps.

- Quantum Computing, Nuclear Physics, High Energy physics could be used in subsequnent levels.

2 Do robots dream of electric sheep?

The idea for this topic is to develop a game where the main character asks question across the map to find clues and determine who the android(s) is/are, among the members of the community; design several clues and puzzles to be solved, the main idea is to apply the Turing test, concepts like consciousness, AI can be devolped. The main ideas could be taken from the TV-Serie call Mr. Robot or [[4] [5]]

2.1 Details

- Generate a number of puzzles to identify who the android is.

- Randomize the map to put the characters in different location each time.

References

[1] R. S. Gilmore, *Alice in Quantumland: An allegory of quantum physics.* Copernicus, 2010.

[2] J. Volpi, *En busca de Klingsor.* Debolsillo, 2016.

[3] B. L. Cline, *Los Creadores de la Nueva Física: Los Físicos y La Teoría cuántica.* Fondo de Cultura Económica, 1995.

[4] R. Penrose, *The emperor's new mind: Concerning computers, Minds, and the laws of physics.* Oxford University Press, 2016.

[5] P. K. Dick, *Do androids dream of electric sheep?* Ballantine Books, 1975.