

Act I: The Awakening

Theme: Disorientation, foundational mystery, procedural survival

Tone: Cold, sterile, methodical, tinged with unease

The protagonist—Iteration 03—awakens in a malfunctioning cryopod, alone in the decaying shell of a research outpost on Kepler-10c. The outpost AI is offline. Life support is minimal. No signs of life.

They have no memories, no emotional continuity, no personal history. Only instincts. A nameplate outside the pod reads **Lt. Cassandra Verne**—they decide that's them. Their first action is logging everything, believing this is standard mission behavior.

They begin methodically cataloging objectives:

- **Primary:** Secure warmth, breathable air, and stable power.
- **Secondary:** Restore systems, locate crew, determine mission parameters.

The tone is procedural, but there are cracks:

- The outpost is eerily empty—clearly lived in, but now abandoned mid-motion. Dropped tools, incomplete tasks, a half-eaten meal in one sealed room.
- Power is inconsistent. Large sectors are sealed off due to system failures or triggered lockdowns.
- A corrupted file contains a single chilling line:

| "D_N'T TRU_T TH-"

Environmental storytelling sets a moody backdrop: the outpost is echoing, dark, and claustrophobic. Cass finds a crew manifest with her name—but the photograph doesn't match. There are redacted entries. Another Echo?

Their early log entries are structured, rational, but laced with questions they don't know how to ask yet. The mystery is quiet but present.

Summary

Each key scene contains one or more log entries, and:

- Advance Cass's goals or understanding
- Reflect her early mental/emotional state
- Introduce mystery, uncertainty, or atmospheric detail
- Provide narrative space for voice evolution

Overview

- **Total Scenes:** 10
- **Expected Log Entries:** 10–15 (some scenes may get multiple entries—e.g., Cass may write more at night or during AI investigation)
- **Emotional Arc:**
 - Begins as functional survival
 - Shifts into low-key dread and identity doubt
 - Ends with first sensory anomaly and a questioning sense of self

SCENE OUTLINE

Scene	Description	Log Entry Type(s)
1. Reboot	Cass awakens in the cryo pod. Disoriented with no memory of who she is, where she is, or what happened. She scans her environment. Sees her name. No response from the outpost AI or any primary systems. She begins logging instinctively.	Protocol log: structured, rational, confused
2. Breach Scan	First environmental survey. Power instability. Claustrophobic corridors. Notes wreckage, faded signs of habitation. Begins setting survival objectives.	Status log, diagnostic entries, low emotion
3. Identity Check	Finds the crew manifest. She doesn't recognize herself in any of the images, names nor photos. Mild unease. First seeds of paranoia. She realizes she doesn't remember what she looks like.	Personal note entry, emotional flicker

4. AI Failure	Tries to reboot AI. Terminal flickers with corrupted phrase: "D_N'T TRU_T TH-". AI silent.	Error report entry + appended note of concern
5. Barracks & Silence	Explores barracks. Finds signs of rushed evacuation. Personal items. Half-eaten food tray.	Observational log, emotional reaction begins
6. Locked Wings	Encounters first sealed module. Power down. Emergency override doesn't respond. Marked as a priority repair.	Task log + commentary
7. Night Cycle One	First sleep cycle attempt. Alone in dim red lighting. Mentions unease, cold silence, breath fog on visor.	Emotional log, dream reflections
8. Resource Calculations	Inventory log: rations, oxygen, tools. Starts planning long-term survival strategy. Notes gaps in stored data.	Structured, focused, thin edge of denial
9. Phantom Motion	Sensor pings movement in unpowered wing. Cass checks—nothing there. Nervous, dismisses it as interference.	Sensor diagnostic log, subtle paranoia
10. Reflection	Looks into a reflective panel. Doesn't feel like the person she sees. Wonders if the name "Cass" fits.	First existential entry. Identity begins fracturing.

CassGPT Log Prompts

Scene I

Scene #: Act I – Scene 1

Scene Title: Awakening

Summary: Cass awakens in a cryopod after an unknown disaster. She is disoriented, confused, with no memory of who she is, where she is, or what is happening. She exits the pod and begins getting her bearings, scanning the area, and instinctively making her first log.

Cass's State of Mind: Alert, disoriented, confused, curious.

Key Actions or Events:

- Pod hisses open
- Air is breathable but stale
- Cass sees the nameplate on the pod: "Cassandra Verne"
- The outpost is derelict. Dark, cold, and quiet. Machinery is shredded, sparks periodically jump from exposed wires, creating streaks of light. Blood stains the floor. Everything is disheveled. Corrupted error message on the cryopod
- She begins recording instinctively

Tone: Uneasy, Confused yet Rational, Curious.

Request: Generate a log entry in Cass's voice, as she would record it in this moment.

Scene 2

Scene #: Act I – Scene 2

Scene Title: Breach Scan

Summary: Cass begins a system diagnostic and initial exploration of the outpost interior. Finds significant hull damage and signs of past habitation by what appears to be the original crew. They note the wreckage and begin setting their survival objectives.

Cass's State of Mind: Focused, compartmentalizing uncertainty, focusing on task-based behavior to help manage their distress and confusion.

Key Actions or Events:

- They move about the outpost room in the unstable lighting, taking note of all of the damage
- They attempt to run a life support check on the terminal they found but it fails, life support systems are down
- Observes scattered gear, inactive terminals, cracked viewports. The blast doors are activated, keeping the outpost pressurized and separated from the outdoor environment
- No signs of life
- Establishes survival priorities (oxygen, heat, food)

Tone: Task-driven, quiet dread building underneath, confused yet rational, curious

Request: Generate a log entry in Cass's voice, as she would record it while walking through the corridors.

Scene 3

Scene #: Act I – Scene 3

Scene Title: Crew Manifest

Summary: On the way to the main control room, Cass finds a crew manifest. She doesn't recognize herself in any of the images, names nor photos. It bothers her more than she wants to admit. Mild unease. First seeds of paranoia. She realizes she doesn't remember what she looks like.

Cass's State of Mind: Controlled but quietly shaken. Identity uncertainty begins.

Key Actions or Events:

- On the way to the main control room, discovers a terminal frozen on the crew manifest screen
- She doesn't recognize any of the people or names

- She realizes she doesn't remember what she looks like
- Tries to explain it away (cryogenic distortion, corruption)
- Bothered to find her reflection

Tone: Introspective, subtly disturbed, rationalization with emotional tension

Request: Generate a log entry in Cass's voice, capturing this moment of subtle paranoia.

Scene 4

Scene #: Act I – Scene 4

Scene Title: Main Control Room Access

Summary: Cass finds the main control room and assesses the damage. The main terminal has a couple screens still intact, though most of it is destroyed. She attempts to reboot the AI but it fails, however she is able to view some corrupted logs. One the logs contains only a short crytpic message "D_N'T TRU _T TH-". The AI remains dormant. She is able to view a map of the outpost, and marks the areas she should explore first.

Cass's State of Mind: Focused and thinking through options. Distracting from her identity crisis by focusing on her more direct needs. Uneasy about previous crew's fate

Key Actions or Events:

- She makes it to the main control room, slipping through and opening in the busted doors
- She assesses the room's damage, mostly destroyed and in disrepair but one of the main terminals is intact.
- She uses it, and attempts to activate the AI. It tries but fails after a few seconds.

- She shifts focus and tries to review the stored logs, most of which are corrupted. One log contains only a short cryptic message "D_N'T TRU_T TH-". She is intrigued, confused, offput.
- She views a map of the outpost on the terminal, marking the areas of priority she should explore to find items to meet her basic needs
- She decides to check the barracks.

Tone: Logical, concerned but becoming determined, uneasy about previous crew's fate

Request: Generate a log entry in Cass's voice, capturing this error report entry with an appended note of concern.

Scene 5

Scene #: Act I – Scene 5

Scene Title: The Barracks

Summary: Cass follows the digital map to the outpost barracks/living quarters. She explores the quarters, having to find a working lightstick because the power is fully dead in this section. She finds signs of rushed evacuation. Personal items. Half-eaten food trays.

Cass's State of Mind: Observatory, uneasy about the previous crew's fate, logically thinking through possibilities. Increasingly worried that the outpost may not be safe, concerned that whatever ended them could still be around.

Key Actions or Events:

- She follows the digital map to the barracks, the door panel is fried and repeatedly opening/closing

- She slips in, eyes trying to adjust to the darkness, and searches for a light source.
- She finds a lightstick and activates it, using it to illuminate the area around her as she explores room by room.
- She finds signs of rushed evacuation and panic. She finds many personal items, half eaten food trays, blood trails leading around and out of the room
- She is able to find some cleaner looking clothes to cover her naked body

She is able to find a sizeable amount of preserved nutrient rations (a mix that provides the body with what's needed from food/water)

- She is becoming increasingly uneasy, paranoia starting to seed as the concern rises that whatever happened to the previous crew could still be an issue.

Tone: Investigatory, Uneasy about previous crew's fate, slight paranoia at noises, Concerned, grateful for resource findings

Request: Generate a log entry in Cass's voice, in present tense as she is recording in the moment, mixing past tense when appropriate