Alternate Psyche

Game Design Document

With the introduction of the Machine Intelligence Emancipation Act, thousands of Alternately Intelligent (formerly known as Artificially Intelligent) machines were given their rights and freedoms.

This new demographic of citizens who had previously been taken care of by their owners – be those corporate or otherwise - now were responsible for their own basic necessities.

Where once a malfunctioning android would simply get decommissioned and shut down, now they did not, continuing to live and work with their malfunction.

Alternate Intelligence Psychology was now a field of great interest for many, and in an office near the center of Cyber City AI could find counselling and help for their malfunctions…

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Game Play:

**Core Game Loop:**

In Cyber Psychology you play as an Alternate Intelligence Psychologist who works in New Ego, the capitol city on Mars. Newly graduated, you find a huge demand for your services, and your first day in the office you already have a list of patients. As you work with your patients you get to know them, their lives and their malfunctions, and it will be up to your with your dialogue and treatment choices to help your patients learn how to cope or possible fix their malfunctions. Treatment and dialogue options will fall under 4 schools of thought around therapy, being:

**Psychodynamic/Neuro-Dynamic**

Modeled mostly off of Freud’s psycho-analysis, where you help bring about repressed feelings, memories, or unconscious thoughts through free association, dream analysis, and more vague and non-explicit forms of communication. You connect the dots of repeating patterns in these communications and try to uncover the repressed psyche that is leaking out.

**Existential-humanistic/Alternistic**

A more “PC” approach to therapy, this route doesn’t see that the robots are malfunctioning or that they have a problem, but rather that the robots simply are rational people who want to improve their lives and are using therapy to do so. This route involves a lot of empathy, active listening, acceptance, and words of affirmation.

**Behavioral/Executive**

Behavior therapy involves positive and negative reinforcement, or exposure and desensitization. This therapy aims to change behavior, viewing the physical behavior of the patient as the issue that helps continues or extends the feelings and problems in the psyche.

**Cognitive/Logical**

Cognitive is the inverse of behavioral. Instead of changing behavior in order to affect what goes on in the brain, they aim to change the way you think in order to change negative and unwanted behavior. They believe that it is important what you think about yourself and what you say to yourself for emotional and mental health.

You will need to gain money in order to fulfill the needs of your patients. The money you receive each month will reflect how successful you are as a therapist. You receive a government stipend for your work, which is based on your turn around with your patients. You receive a bonus when you pronounce an AI cured, but will receive docked pay if that AI returns in the future. You don’t receive docked pay for keeping patients for long amounts of time, but eventually they will either stop coming, which will dock you pay, or you will need to pronounce them cured, or recommend them to a specialist who will recode their brains to get rid of the malfunction.

**Scenes:**

* Apartment

Your apartment is your preparation area. It is where you can review notes from sessions with your patients, view who you are seeing in the following week, purchase therapy items, etc.

Purchasing items will change what you are able to prescribe to your patients, so listening to your patients and coming up with a treatment plan early on will help guide your purchase decisions, since you will only have so much money per month.

* Office

Your office is where you will have the bulk of your gameplay and interaction. This is where your patients visit you, you talk with them, and you make dialogue and treatment decisions in the moment. When you start the game you will have limited treatment options, only having a few basic executables to prescribe and nothing else. By the end of the game you should have a stock of executables and treatment devices at your exposal.

**Characters / Patients:**

Mrv-N:

A simple workforce android, with a replacement left arm. He hasn’t let himself go to sleep or shut down for some time, and it’s starting to effect his processor functioning.

Dynamic:

Mrv-N will mention criminals and black markets for robotic parts, and he will mention from time to time his left arm. As you pursue this course you will slowly put together that his arm is not his original, and that he was robbed and had his arm stolen, which is the root of most of his problems. Coming to terms with will help him understand why he has been struggling to sleep, but it will not completely remove his paranoia. If you haven’t progressed far enough in the logical or alternistic courses of his treatment then once he leaves and goes back to work he will have to up his dosage of the sleeping executable, becoming addicted and putting himself into a robotic coma of sorts, stuck in sleep mode. He will be rebooted and re-admitted to the hospital for further treatment.

Alternistic:

Mrv-N will enjoy the sessions, and he will talk more positively about his predicament. Unfortunately if this course is pursued and he is prescribed sleeping executables, then once he is released from care he will go back to work thinking he is cured. Eventually his other issues, paranoia and hatred of his replaced arm, will overcome him and he will completely destroy his arm in a machine at work and wind up back at the clinic angry and paranoid.

Executive:

Mrv-N will jump to try this approach out, seeming very eager. You will slowly put him into sleep mode manually for prolonged amounts of time. During this exposure to sleep he will have nightmares of being disassembled. If you pursue this course after he begins to talk about his nightmares he will eventually develop severe paranoia of everyone around him at the hospital. This will end in his attacking some of the alternate nurses and having to be reset to his admitted state, undoing all the progress you made with him.

Logical:

Mrv-N will find that he talks negatively about sleep. You will discover that he fears sleep, and if you have progressed in the dynamic course far enough you will discover that is because of the robbery of his arm. If you follow the logical course fully after that Mrv-N will take longer to leave to hospital, but will be able to leave being able to sleep normally without aid and will be fully cured. If you don’t discover it is because of his arm robbery however then he will leave the hospital sooner, but will be paranoid until he attacks someone at work for waking him from a nap during a break. This will re-admit him to the hospital.

D-An:

She works as a surgeon and is struggling with the loss of a patient. She performed many surgeries on this patient, and in the end the patient died and D-An now feels each surgery was a failure, and that she shouldn’t be a surgeon anymore after more than a dozen failed surgeries.

Bek-E:

Bek-E keeps losing parts of her memory. She will wake up and not remember what she did the previous day. It is as if her memory recording function isn’t properly saving her experience to her long term memory banks.

B1-LL:

Self-destructive tendencies. He breaks himself apart to get attention at AI hospitals. We now have him under strict surveillance here so that he doesn’t continue that behavior. He may need serious reprogramming as a last resort.

St3v3:

St3v3 is a former law enforcement officer that was shot in the line of duty. The bullet took out a piece of his neural network and his communication cortex is screwed up, his words coming out jumbled and mixed up.

B3n:

B3n has a over-clock addiction, and his processor is failing. He needs to stop his usage and build his normal processor speed back up.

Pau1:

Pau1 was an actor that built several personalities for characters he played on TV. Now these personalities all fight to take over.

J3ss-E:

J3ss-E is a serial killer. He was originally built as a criminal psychologist AI for the Galactic Investigation Agency. When he gained his independence he continued to work for the bureau, but he quickly became disillusioned with all of humanity. Gifted with some of the highest processing power and most complex neural network of any AI. He began killing any he humans he thought criminal, and when his vigilantism was found out his program was terminated, his central processing unit and programs confined to a single system that could do nothing but talk and see. He was committed to the psychiatric facility. His case was the first that sparked the psychiatric investigation of AI in the first place, and he has been through several psychiatrists.

Shop Items:

Walk Through:

After you select New Game the scene will open with you in your apartment getting a call from Claire, the clinical director at Sylvia Alternate Psychiatric Hospital.

Claire: Hi, this is Claire, the clinical director at Sylvia Alternate Psychiatric Hospital.

You: Hi Claire.

Claire: I am calling to let you know we found your application very impressive, and we have an opening for you if you would like a position here with us.

You: Absolutely, yes!

Claire: Excellent, we would like for you to start right away if possible. Are you able to come in tomorrow?

You: Sure thing.

Claire: Good, when you get here I’ll explain how we operate with our patients, and then you can get started with your caseload. Sound good?

You: Sounds great, thank you!

Claire: We look forward to seeing you tomorrow.

Click

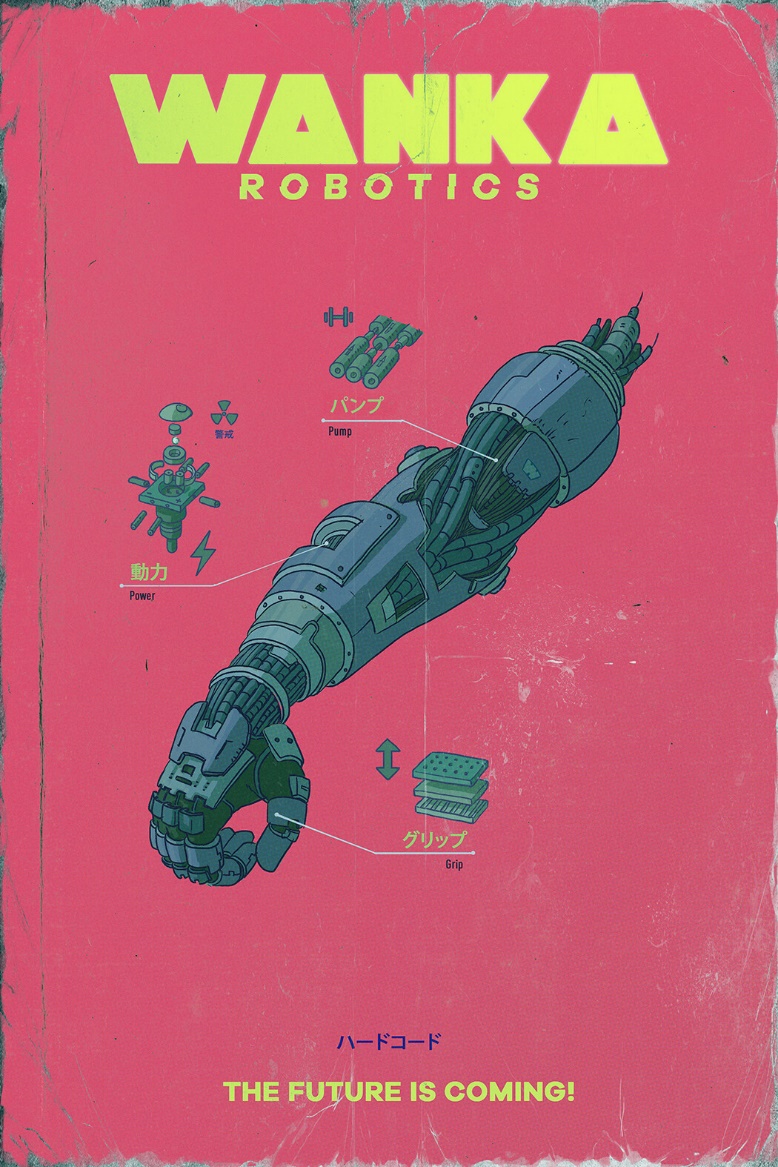
Before going to work you can explore your apartment a bit, clicking on interactable items like your computer, which has an Healingexecutables.com pulled up, a web shop for AI items that help them with certain malfunctions and problems, or your college degree pronouncing you a certified neural analyst. You can also watch t.v., where a news station reports a death suspected to be murder on phobos.

Art Style:

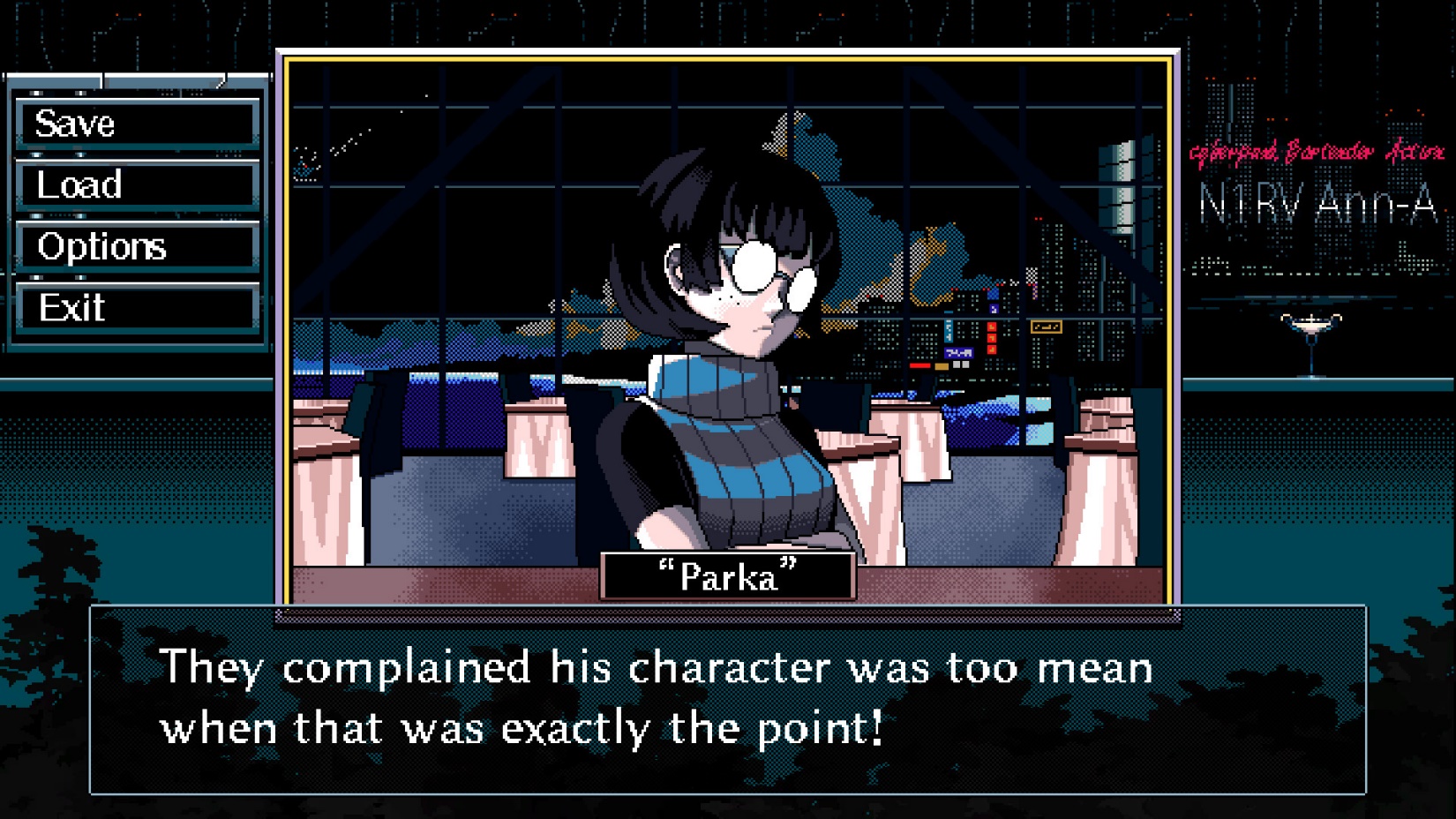
Artistic References:

Alexander Gioiosa

Craig Paton





Game References:

Therapy Resources:

[Psychotherapy video crash course](https://www.youtube.com/watch?v=6nEL44QkL9w)

Money Plan