Product goal:

Create a game for the exploring playertype. The game is an explorative puzzle game, which focuses on wonky movement, solving puzzles, and on instilling a commentary on over-exploitation of nature. This should all be accompanied by an enigmatic ambience conveyed through its environmental storytelling.

Ultimately, the environment, sound and design should tell a great story, that expands the world building of the game, beyond the constraints of the explorative area which is confined to a small spaceship.

Vision statement:

The team's mission and purpose are to create a game that through the environment, sound and design tells a great story in a small world.

Concept:

In *Roboleon* you play as the maintenance robot, Roboleon, just awoken to the alarm system on a malfunctioning spaceship belonging to an alien civilization on the lookout for a new 'Home'.

As a robot and physical extension to a broken AI system, you will move around the ship, completing puzzles and fixing the system failures before it's too late.

Along the way you will be guided by the built-in AI system/voice helping you how to correct the malfunctions. But as you get closer to repairing the spaceship you will come to discover the reason for the alien civilization leaving their home in the first place.

Will the aliens reach their final destination planet or remain ever afloat in the darkness of space?

Storyline:

ACT 1 - EXPOSITION:

INT MAINTANENCE ROOM

Cut scene: We see Robert turned off. Alarms are rhythmically lighting up the room. The AI voice is introduced for the first time through the speakers.

AI VOICE

> *Let me see.. Activation, manual fixing robot, on.*

Lights on Robert are turned on one by one, while his tail is slowly starting to move.

ACT 1:

INT MAINTANENCE ROOM

Game start: You now play as the manual fixing robot, Robert (third person). Alarms are still filling up the room with light and loud rhythmic sounds.

<div align="center">AI VOICE</div>

> *Oh good, I was worried that you weren't working anymore. They haven't used you since they got their new AI system.. Or well, me.. I was worried that you were simply too old to function.*

Robert has the opportunity to explore the room (beat) and get used to the wonky controls.

<div align="center">AI VOICE (CONT'D)</div>

> *Well.. We collided with a huge asteroid trying to enter the atmosphere of our destination planet. The spaceship is severely damaged and my AI system is partly broken down. I can't control it anymore. I need your help to manually land the spaceship and save 'them'. But first you need to get out of here, fix the hull breach from the astoride and turn off these goddamn alarms.. They are driving me crazy.*

<div align="center">First puzzle:</div>

(Tutorial puzzle) Press the button to open the door from the storage room to enter the maintenance room.

- Beat

INT MAINTENANCE ROOM

Robert enters the maintenance room. He is looking around to figure out his next step.

<div align="center">AI VOICE</div>

> *Okay pal, well done. Can you see the buttons overthere. That's how you turn off the alarms. And please hurry up.*

Second puzzle:

Solve the button puzzle in the maintenance room to shut off the alarms.

- Beat

ACT 2:

INT MAINTENANCE ROOM

The alarm system is shut off.

>   *AI VOICE*
>
> *Thank god, I can finally think again. Now we really need to get*
> *this ship landed. You need to enter the cockpit as fast as*
> *possible... sigh.. I can't believe I'm saying this.. but*
> *everything relies on you now..*

- Beat

INT THE HUB

Robert goes to the hub to enter the cockpit, but the entrance is
blocked by fire.

>   *AI VOICE*
>
> *Oh crab, perhaps the ship is more damaged than I first assumed..*
> *Hmmm.. I think there is a fire extinguisher in medbay.*

INT DOOR INFRONT OF MEDBAY

Robert makes his way to medbay to find the fire extinguisher,
but medbay is locked by a keycard system.

>   *AI VOICE*
>
> *I wish I could help you out here, but as I said, my system is*
> *broken down. I have no control of the ship. 'They' normally open*
> *doors with keycards.. Maybe.. you can find one in crew*
> *quarters..?*

INT CREW QUARTERS

Robert goes to the crew quarters to look for the keycard.

- Beat

Third puzzle:

Solve the puzzle to grab the keycard in crew quarters.

>   *AI VOICE*
>
> *Well done. Now you can get the fire extinguisher from medbay.*

Robert finds his way back to medbay and locks up the room with
the keycard.

AI VOICE

                         (Something here?)

INT MEDBAY

Robert enters medbay.

Fourth puzzle:

Solve the puzzle to grab the fire extinguisher in medbay.

                              AI VOICE

        Hurry back to the hub, to turn off the fire!

    - Beat

Robert heads back to the Hub.

INT THE HUB

Robert enters the hub. The fire has spread and is now totally on
fire.

                              AI VOICE

   *Holy .. Well if the asteroid didn't manage to kill us, this
        definitely will! You really need to stop the fire now!*

Robert starts putting out the fire with the fire extinguisher
attachment.

Fifth puzzle:

Solve the puzzle to grab the fire extinguisher in medbay.

                              AI VOICE

        'Sigh'.. That was close. Now go land that ship!

Robert tries to open the door, but it is clearly broken because
of the fire.

                              AI VOICE

    Oh no, the fire broke the door. You need to fix the door.

    *How do they even manage to do everything manually?.. Maybe a
  screwdriver could do the work? 'They' keep them in the Hangar.*

Robert goes to the Hangar.

    - Beat

INT HANGAR

Solve the puzzle in Hangar to get the screwdriver.

                        AI VOICE

                Good, now go fix the door!

INT THE HUB

Robert goes back to the hub. He fixes the door by putting the
screwdriver in the screwhole on the cockpit door, and turns it
around. The door opens.

INT CRYO CHAMBER

Robert enters the cryo chamber. The room is filled with complete
silence. This is the first time he is seeing 'them'/the alien
species he is trying to save. At the end of the cryo chamber he
sees the door to the cockpit. He moves towards it, and enters.

ACT 3:

INT COCKPIT

Robert looks around and finds an audiolog from the captain. He
picks it up and turns it on.

Audiolog (not written):

                        CAPTAIN

                 Do you feel ready?

                        AI VOICE

   Landing on the destination planet has all these consequences. Do
                      you want to proceed?

                        CAPTAIN

             Yes.. But don't let anyone know.

                        AI VOICE

      Of course sir. Landing on destination planet is activated.

                        CAPTAIN

                  Good.. I trust you!

INT COCKPIT

Robert walks up to the steering wheel.

When Robert is nearing the steering wheel, he press the button
the get the engine going. Nothing happens. He tries again..

                              AI VOICE

    Goddammit, the engine is broken as well. Please hurry up.. We
     need to land the spaceship now. They won't survive much longer.

INT ENGINE ROOM

Robert make his way to the end of the spaceship where the engine
room is located. He now needs to use all his newly learned
skills to solve the last and final puzzle, and get the engine up
and running again.

Seventh Puzzle:

Solve the last puzzle in the engine room, to get the engine up
and running again.

Robert heads back to the cockpit to finalize the original task
he was giving.

INT COCKPIT

When entering the cockpit and walking towards the steering wheel
the AI voice talks to him for the last time.

                              AI VOICE

    You can either finish what you came for or make them ever afloat
                      in the dark space forever.

Robert is offered to either land the ship on destination planet
or make the aliens ever afloat in the dark space forever.

Robert presses the final button. Hard cut to black screen with a
heavy ambience sound. Credits.

The game:

                          Core of the game:

  An old and outdated (wonky)robot got way too much responsibility
     when it was asked to save an entire alien civilization from
                            extinction.

Awakening to the sound and lights of alarms you find yourself in a small storage room, aboard a spaceship. Confused, you look around the room, when a voice introduces itself to you. It's the voice of the AI system, telling you about the situation and what has just happened.

The spaceship has collided with a huge asteroid just before landing on a planet. The asteroid has broken the AI system, and it is no longer in control of the ship. The AI voice is asking for your help to manually land the spaceship in the cockpit. But first you need to turn off the alarms and set up the in the maintenance room.

After you've turned off the alarms, you head towards the cockpit to land the spaceship manually. When you arrive at the door, you see that it is blocked by fire. You now set out to find a fire extinguisher attachment in the large unknown spaceship.

Meanwhile you are guided by the AI voice who is telling you what you need and where to find it. But it is up to you as the player to figure out how to get it and solve the puzzles. The AI voice is telling you to go to medbay, but medbay is locked. To unlock the door you need to find a keycard. You now head towards crewquaters, to find and solve the keycard puzzle.

When you've finally managed to get a hold of the fire extinguisher from medbay you realize the fire in front of the cockpit had spread. All of the fire needs to be put out before you can continue the original task 'land the spaceship'.

When finally trying to enter the cockpit, you come to discover that the fire has broken the panels holding the door. You need a screwdriver to fix it. You now set out to solve the puzzle and find a screwdriver in the hangar room.

When finally entering the room you believe to be the cockpit, you are faced with the alien species for the first time. The room is pitch black only lit up by the blue light from the cryo chambers where the aliens are floating in hibernation. You see a door at the end of the long hallway and you start moving towards it. The room is completely silent.

You manage to open the door to the cockpit. You are finally ready to finish the original task you were given by the AI. You need to land the spaceship.

On your way to the 'steering wheel' you find/are exposed to (mandatory) the last and final audiolog recorded by the captain of the ship.

It's a conversation between the captain and the AI system, while the captain is making everything ready to go into cryo sleep. They are talking about the long travel they have ahead, before the tone of conversation changes into something more serious.

The AI voice 'reveals' to the captain that the planet they are traveling towards is already inhabited by an intelligent species (not earth, but somehow relatable to humans), and the captain is now faced with a moral dilemma.

He needs to decide if he wants to save his own kin even though the AI is making him aware of the consequences. The alien species and the inhabitants can't coexist. It will lead to mass extinction.

You hear the captain choosing to save his own kin, and telling the AI that nobody else can know about this decision, before the audiolog is shut off.

You go to the controls of the ship and try to press the buttons. The engine of the spaceship is damaged, and you can finish the original task. Robert heads to the engine room, where you have to use all your newly learned skills to solve the last puzzle. You head back to the cockpit and walk to the controlssytem. You as the player are now faced with the same moral dilemma as the captain. Will the aliens reach their destination planet or will they remain ever afloat in the darkness of space? — you must decide.

The ethical Dilemma at the end:

Do you want to save the aliens species, who want to improve > or < Do you want to save an entire population already inhabiting the destination planet.

- It's a matter of extinction of the alien species you've tried to save or the extinction of an entire population (somewhat relatable to something we know).
    - The AI predicts that their arrival will damage the livelihood of the existing inhabitants.
    - The extermination happens because they bring the food chain and ecosystem out of balance by entering as a new intelligent species. It's a natural consequence of entering into somebody else's ecosystem.
    - The aliens need some conditions in order to survive. Conditions they can only get on the destination planet.
- They just want to survive, but it comes at the cost of another species' survival. Do we want to give them a new

chance? Are they actually going to do better or will history just repeat itself?

Reason for aliens leaving:

The aliens have left their own planet due to loss of liveable space. They ignored the signs from nature and kept exploiting their lands and planet they were living on. It led to poor soil, deficient nature and a lack of food resources.

They found themselves forced to find another solution in order to survive. The only way out was to find a new planet to call 'home', but this time they wanted to do better. They wanted to start over.

They have traveled several hundreds of years (determine how many) to find a planet with the right conditions for them to start over. A new beginning, where they can improve, and learn from their past mistakes.

Audio log sheet:

To solve the puzzle you will have to explore the spaceship. By exploring the ship you'll come across non-mandatory audio logs from the aliens. It is here you have the opportunity to learn more about the species and why they decided to leave.

Purpose:
 - Portray a life that has been lived, and a collapse.
 - Personal, but also factual.
 - Documentation - to learn from our mistakes (reflections on history.

Who, what and why?:
 - During preparation for the long journey (from leaving the planet to right before hibernation), a special 'task force' in charge of the journey recorded their thoughts as a documentation for not making the same societal flaws once again.

Characters:
 Captain (decisions):
  - Last audiolog: conversation between AI and captain, describing the consequences.
   - Last line: "I trust you".
  - First audiolog: Description of the mission.
   - "it's now or never"
   - AI description: It's up to you know.
   - (What is the AI's role)

- Suggest AI's backstory
    Engineer (built the ship - Rocket science/medicine):
        - Cryo chambers
            - (establish technical knowledge)
            - biomedical knowledge
            - knows about ship's functionality.
        - Ship's purpose - living in the ship when they arrive
          (what are the needs)
            - ship is built to sustain temporary life, cryo
              sleep
    Historian (reflections on people/feelings):
        - Reflections of what happened (paint the picture but
          more poetic or reflected).
            - How did this affect society?
            - How they (society) kept ignoring the signs.
        - Life on the ship
    Environmental Biologist (environment/life):
        - Conversation between AI and biologist about the
          planet they are traveling to.
            - What are the needs of the aliens (planet)
                - Description of their own planet.
            - Looking for a liveable planet
                - They find the right planet.
                - (The biologist does not get info on the
                  intelligent species)
        - Observations of what happened (paint the picture)
            - lack of food - soil is dead - migrating from
              place to place - change of colors - food chain
              out of balance (purpose of migration)

Character Sheet:

ROBOT (Robert - working name):

112 years ago the aliens built a new system to control the
spaceship and Robert was degraded to a 'worst case scenario'
fixing robot. Even though he has some flaws and his internal
systems are a bit outdated he is still able to get his job
done.. Maybe not as elegant as others..
Robert has a sense of self. He knows the difference between good
and bad, and his main goal is to do what he believes is right.

When he sets out to save the aliens he is doing it in good
faith, but when he is confronted with the truth he is in a real
moral dilemma.

External:

    - Quirky, cute, wall-e, built in the image of the aliens.
    - Communicate/react with lights?

Internal:

Values:

- ○ Maintain relationship w/ AI
- ○ Be a functional + useful robot.

Motivations:

- ○ Self-preservation.
- ○ It wants to do what's right.

Weaknesses:

- ○ Wonkiness comes from either being damaged because of the collision or old technology (Wheezy from toystory)?
- ○ Naive.
- ○ Stress of single handedly determining the fate of everyone.

AI VOICE (Name and gender not determined):

112 years ago, the engineer of the spaceship, invented an intelligent AI system, 'Working name'. 'Working name's main goal is to protect and serve the aliens and get them to the destination planet. It has a sense of artificial self and can sometimes be a bit too straight forward. It will most definitely let you know if you are not doing good enough.
'Working name' knows everything, and is the one who calculated the consequences of traveling to the final destination planet.
'Working name' also knows the difference between good and bad, but will command every order from its masters no matter the costs.

The AI is based on the newest technology, and therefore feels superior to outdated technology. Normally it would never rely on, trust in or give responsibility to someone else, but in this case, it has no other option. It no longer has control of the ship.
As the game begins the AI will have very little trust in the robot, but it is the last option to actually save its masters. But as the robot fixes the ship by solving puzzles, the AI will gain more and more trust in the Robot (all trust is gained at the midpoint fire). The AI sees that there is hope for its master's survival.

External:

- Technological tone.
- Pacific voice.
- Glitchy because of the damage.
- Do the AI voice in another way?.. Lights or a logo?

Internal:

  Values:

  - 'Protect and serve'.
  - Feels superior to older robots (older technology), but not aliens.
  - Distrust in old technology.
  - Knows what it wants.
  - Enjoys peace and quiet.

  Motivations:

  - Following orders and saving its masters.
  - Own surviving.
  - Compliments from its masters.
  - Honour in serving.

  Fears:

  - Failure of duty.
  - Loneliness?

  Strengths:

  - Drive.
  - Knowledge (knows everything).

  Weaknesses:

  - No it all type.
  - A computer system can break down, but can't do things manually (it's broken in the game).
  - Feels superior (new technology vs. old technology).
  - Distrust in Robot.
  - Only following orders.
  - Stubborn.
  - Vulnerable.

ALIENS:

Robert feels compassion -> Robert discovers who they are and how they've lived -> Robert learns about the captains secret -> makes the final decision (character arc, seen through the eyes of Robert).

External:

  - Reptilian.
  - Gets energy from light (art direction).

Internal:

  Values:

- Honorable.

Motivations:

- Want to do better.
- Start over.

Fears:

- Mass extinction.

Strengths:

- Advanced Technologically.
- Can build a large ship to house a city population.
- Long-living.

Weaknesses:

- Resource dependent.
- Over exploitation.

Location Sheet:

Overall description of spaceship here..

Hub:

The hub will have two floor "levels", separated by 4 ramps going down towards the middle and star map area.

Cryo room:

This room is where the members of the alien race have been cryogenically frozen in containers made for that purpose.

Storage room:

The place for storing items that are not needed for immediate use. Smaller items will usually not be stored individually, but packed together.

Maintenance room:

The items that are more commonly used than the stuff in storage will usually be stored here. This is to allow the crew faster and more easy access to these. Smaller items can be stored individually for ease of access

Medical:

This room is where the medical personnel of the ship reside. The room is where crew members can get less acute treatment. It also contains some inventory needed for emergency situations.

Cockpit:

>After the long cryo-sleeping chamber, you enter the cockpit area. The area is split up into two levels of height, with two ramps going down to the terminals, and a middle area for the captains seat.

Crew Quarters:

>These are the personal rooms for the crew members. This is where they can withdraw for sleep, personal projects and other private things.

Hangar:

>The hangar of the ship where cargo is loaded and stored. Essentially storage and a docking bay in one room.

Engine:

>This is the final puzzle room before you return back to the cockpit and make your choice. This room contains the main engine for the ship.