OVERVIEW

The environment is down-to-earth, human, slightly blue-collar with some pragmatically futuristic elements. At the same time, there is a certain unreality to the setting, a level of "gaminess" that requires some suspension of disbelief. The game does not attempt to hide the fact that it is a game, nor does it strive for meticulous realism. Engaging gameplay and interesting puzzles are clearly prioritized over believability.

The player's goal is always to "get to the next area," and there are simple puzzles that the player must complete to accomplish this goal. These puzzles are designed to encourage further and deeper exploration of the space. At the same time, there is a creeping sense of dread that keeps the player on their toes; a feeling that there is something important the player should be doing. The player is given a good deal of direction - they always know where to go next.

About seventy-five percent of the player's sense of context comes from the environment itself. Additional information *may* come from language, in the form of either voice cues, written notes found throughout the environment, or other diegetic conveyances. That means that somebody with no knowledge of English or numbers could sit down and play the game from start to finish without confusion, and come away with a very accurate picture of what the game was about.

WALKTHROUGH

And speaking of which, here is a short summary of the player's experience with our game, from the beginning to the end, told in the form of a first-person "sequence of progressive disclosure":

1. I am on a spaceship, and there has been some kind of fuel-related emergency.
2. This fuel emergency has made power a very precious resource.
3. I must keep the ship's crew (who are suspended in cryosleep) alive until a rescue ship comes, which is estimated to be a very long time.
4. The crew's life support systems require a great deal of power. Power is stored in power reserves throughout the ship, and can be moved around the ship from system to system.
5. There are a few power reserves located throughout the ship which I cannot extract power from without some information that only the crewmembers would know.
6. I must retrieve this information by entering strange, dreamlike simulations created from the memories and thoughts of each crewmember.
7. Each crewmember has a unique simulation that contains a piece of information I need:
   a. The crewmember named Norma is the only one who knows the combination to a padlock I found on the ship, which prevents me from accessing power reserves.
   b. The crewmember named Ray is the only one who knows how to deactivate the various AI bots around the ship, who are preventing me from extracting power from various shipboard systems.
   c. The crewmember named Trevor is the only one who knows where on the ship to find alternative fuel sources that can be used to generate more power.

8. During each of the above simulations, I learned a little bit about the different crewmembers:
    a. I learned that Norma has overcome great hardships to attain her present position of authority.
    b. I learned that Ray is very caring, if a bit irresponsible and impulsive. I learned that she suffers from an inferiority complex and deep feelings of guilt.
    c. I learned that Trevor is not a "people person" but is very serious about (if not obsessed with) his work - work which ironically appears to be humanitarian in nature.
9. After using the information I gained in the simulations to recover all of the power around the ship, it is revealed that the very last power reserve is located in my own avatar's body. I have suspected for a while, from the style of the game's visual interface and various contextual clues, that I am one of the ship's AI bots, and now this suspicion is confirmed.
10. Including my own power supply, there is exactly enough power on the ship to keep only two of the three crewmembers alive until the estimated rescue date. It is possible for me to allocate power in whatever way I want (two crewmembers are given enough power to survive until the estimated rescue date, or only one is, or none are), but only after there is no power left anywhere else on the ship am I given the option (through button prompt) to transfer my own power into one of the cryochambers.
11. My last act in the game is to transfer my own power into the life support system of one of the crewmembers. My avatar's systems shut down and the game ends.