Act 1, Scene 1-Rough Draft Copy

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[1.1.0-Scene Summary]

SCENE PURPOSE

Immerse the Player: The introduction is designed to immediately draw the player into the narrative upon first loading the game. After completing this sequence, the game transitions to a more conventional ‘main menu’ interface that remains integrated with the in-game narrative. This opening also attempts to blur the lines between the player’s life outside the game and the game itself, creating the illusion that the game is their true reality, despite it being experienced through a screen.

Explain the Primitive Start: The introduction attempts to provide a plausible narrative justification for the game’s initial simplicity in gameplay, graphics, interface, and controls. This approach allows the release of smaller projects aligned with current programming and artistic capabilities while building toward a larger vision. The narrative not only rationalizes this progression but also builds player excitement for future upgrades and deeper gameplay as the story unfolds.

Establish High Stakes: I wanted to also offer a credible explanation for how the player can be aware of their participation in a digital simulation while still facing significant threats. These threats span three dimensions: the danger of death to the player, the loss of personal freedom, and the collapse of civilization. These stakes are designed to elevate tension and engagement.

Spark Curiosity: This story also lays the foundation for mysteries that encourage the player to delve deeper into the story. Key questions about the player’s true background, the fate of society, and the nature of the simulation itself are introduced, ensuring a sense of intrigue and a desire to uncover answers as the game progresses.

SCENE OVERVIEW

The Protagonist’s Perspective: The player experiences the opening narrative as if they are the protagonist, immersed directly into the game. They are informed that they are actually unconscious, held in a medically induced coma as part of a modern prison system. This coma-based imprisonment uses brain stimulation to simulate their "real life," and the messages appearing on the game screen originate from actual reality through a groundbreaking technological interface.

A Collapsed Society: Through this narrative, the player learns that a near-future, earth-like society has collapsed following a series of catastrophic events. The collapse began with a devastating pandemic caused by a virus engineered for prolonged incubation followed by rapid fatality. Seven years later, 90% of the human population has perished, leaving civilization in chaos and recovery efforts nearly hopeless.

Underground Efforts to Save Humanity: Amid this devastation, a technologically advanced underground society is attempting to resolve humanity’s crises by developing a superintelligent AI capable of solutions beyond human comprehension. While their facility and resources are only hinted at, their intentions are clear: they are using cutting-edge technology to gather cognitive data necessary to train this AI.

The Brain-Computer Interface (BCI): The player discovers that a revolutionary brain-computer interface (BCI) can fully map human brain activity, but the process requires a dangerous level of neural interconnection. To mitigate risk, prisoners are being used as test subjects. The player is offered the chance to volunteer for incremental brain-to-computer connectivity, with the promise of eventual freedom from their coma as an incentive. This incremental brain-to-computer connectivity explains the slow, iterative ramp-up of technology the player the will experience.

The Simulation and Its Stakes: Simply connecting to the BCI isn’t enough; participants must perform various activities to generate clean, high-quality cognitive data. This data will be used to train the AI, ultimately paving the way to superintelligence. The simulation mirrors real-life stakes, meaning death within the simulation equates to real consequences. Prisoners are motivated to participate despite the risks, driven by the promise of freedom and the opportunity to escape their unconscious confinement.

SCENE DIALOGUE SECTIONS [SDS]

These sections represent the on-screen text-based dialogue. At this stage, there are no spoken lines. The dialogue is delivered by a single character referred to as the “Researcher.” System messages will also appear in these sections, enclosed in quotation marks.

SCENE SCREEN DESCRIPTIONS [SSD]

Throughout the script, bracketed sections will describe the intended on-screen visuals for each part of the narrative. The technological progression of the game will be conveyed both through the story and the on-screen experience. Players will encounter a series of 'System Messages' interspersed with exposition from the 'researcher.' These messages will appear in a standard format, detailing the new capabilities being added to the game at each stage. The following template will be used to summarize the technological progression at each SDD stage.  
  
[SDD: #]  
GAMEPLAY----------   
BACKGROUND-----   
TEXT------------------   
COLORS-------------   
UI----------------------   
CONTROLS----------  
AUDIO----------------

[1.1.1-Contact Made]

[SSD: 1]

GAMEPLAY----------Reading Only  
BACKGROUND-----Solid Black  
TEXT------------------Teletext Block Font  
COLORS-------------Phosphorus Green  
UI----------------------Letter-by-Letter Printing; Single Word per Line; No Screen Refresh; No Camera Movement; No Character Positioning  
CONTROLS----------None  
AUDIO----------------None

[SDS: 1] Initial System Set-up Message

START  
SYSTEM  
MESSAGE

CONNECTION  
ESTABLISHED

BOOT  
INITIALIZED

ENVIRONMENT  
CONFIGURATION  
SUCCESSS  
  
INTERFACE  
GRID CALIBRATION  
SUCCESS

BLOCK  
TEXT  
CHARACTERS  
LOADED

FONT  
RENDERING  
ACTIVE

STATIC  
LINE  
NAVIGATION  
READY

END  
SYSTEM  
MESSAGE

[SDS: 2] Greeting

HELLO

PLEASE  
BE  
PATIENT

MORE  
FUNCTIONS  
LOADING

[SDS: 3] Space Character Added

START   
SYSTEM   
MESSAGE

SPACE  
CHARACTER  
ACTIVE

END SYSTEM MESSAGE

[SDS: 4] Text Only Interface Introduced

I DO NOT THINK I HAVE EVERY ACTUALLY APPRECIATED WHAT A SPACE CAN DO FOR COMMUNICATION UNITL I DID NOT HAVE IT

WE NOW HAVE A FEW MOMENTS TO COMMUNICATE BEFORE MORE FEATURES CAN BE ACTIVATED

I KNOW THIS MUST BE CONFUSING SO PLEASE TAKE A MOMENT TO STEADY YOURSELF

I CAN REACH YOU ONLY THROUGH THIS INTERFACE

YOU CAN NOT RESPOND YET BUT THAT WILL CHANGE SOON ENOUGH

YOU HAVE A CHOICE TO MAKE BUT THERE IS MUCH TO EXPLAIN BEFORE YOU CAN

HOLD ON

WE HAVE MORE COMING FUNCTIONS COMING ONLINE NOW

[SDS: 5] Special Characters Added

START SYSTEM MESSAGE  
SPECIAL CHARACTERS LOADED  
\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*  
>>> END SYSTEM MESSAGE <<<

[1.1.2-Trapped]

[SDS: 6] Introduce Coma and Brain Computer Interface

WE HAVE PUNCUTATION CAPABILITY NOW.

I WANTED TO DELIVER THIS NEXT DIFFICULT PART ONCE THE MESSAGES WERE MORE READABLE.

I'LL BE STRAIGHTFORWARD, EVEN IF IT'S HARD TO HEAR.

YOU'RE IN A COMA.

YOU'VE BEEN HERE FOR A LONG TIME.

YOU'RE READING THIS THROUGH A BRAIN-COMPUTER INTERFACE—A BCI.

IT'S CONNECTED DIRECTLY TO YOUR MIND, ALLOWING US TO COMMUNICATE.

THE SYSTEM MESSAGES YOU HAVE BEEN SEEING ARE ACTUALLY PARTS OF THE BCI WE'RE ACTIVATING.

SPEAKING OF THAT, LOWERCASE LETTERS ARE READY.

[SDS: 7] Lowercase Letters Added

>>> START SYSTEM MESSAGE <<<  
\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*  
# LOWERCASE LETTERS: LOADED #  
\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*  
>>> END SYSTEM MESSAGE <<<

[SDS: 8] Introduce Life in Comatose State

I’m sure you're feeling confused, maybe even scared.

That's natural.

But there's more you need to know.

You're not just in a coma... you're also incarcerated.

You and your family were convicted of treason.

You were young but tried as an adult—sentenced to life without parole.

As part of your sentence, you're kept in a medically induced coma.

Our world has changed.

Traditional prisons aren't possible anymore, at least for us.

This method offered a way to prevent harm to others and yourself while preserving your body and mind.

I’ll let that sink in a moment as we load a faster text printing method.

[SDS: 9] Word Printing Added

>>>START SYSTEM MESSAGE<<<  
\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*  
# WORD PRINTING: ACTIVE #  
\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*  
>>>END SYSTEM MESSAGE<<<

[1.1.3-Immediate Questions]

[SDS: 10] Cause of ‘Real Life’ by BCI

You might wonder how you can be in a coma yet living a life—even playing a game.

Or how society could justify leaving someone trapped in their own mind.

The answer to both questions lies in the BCI.

It stimulates your brain, creating vivid, coherent experiences.

Your mind weaves these stimuli into a reality—a life that feels real but isn't.

You may have noticed inconsistencies—small details that don't quite fit.

That's the BCI at work, imperfectly stitching together your experiences.

It’s an imperfect system, and those cracks you notice are its limitations—glitches in your reality.

[SDS: 11] Screen Scrolling Added

>>>START SYSTEM MESSAGE<<<  
\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*  
# CONTINOUS SCROLLING: INIATIALIZED #  
\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*  
>>>END SYSTEM MESSAGE<<<

[1.1.4-Turning Point]

[SDS: 12] Lost Memories of Your Real Past

As for your past memories... they've faded over time.

Recovering them is uncertain, but right now, we have more pressing matters.

I understand this is overwhelming.

Some find relief knowing their previous life wasn't real; others feel a profound loss.

But now, it's important to focus on what's happening in the world we share.

We have hit a turning point technologically as well.

We have established an ability to save our message progress—think of it like an auto-save for now.

[SDS: 13] Save System Added

>>> SAVE SYSTEM INITIALIZATION <<<

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

# STORAGE CONNECTION: ESTABLISHED #

# DATA SLOT CONFIGURATION: SUCCESS #

# FILE SYSTEM INTEGRITY: VERIFIED #

# MEMORY ALLOCATION: COMPLETE #

# SAVE MODULE STATUS: ACTIVE #

# AUTO-SAVE FUNCTION: ENABLED #

# MANUAL SAVE FUNCTION: READY #

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

>>> SAVE SYSTEM ONLINE <<<

[1.1.5-The Project]

[SDS: 14] Research Project Competition Introduced

I'm the director of a research project.

Teams like mine are working on different approaches to the same goal.

We need participants, and we've turned to inmates like you.

Few would volunteer for this, so we had to make difficult choices.

[SDS: 15] Auto Save Message

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*  
# AUTO-SAVE: SUCCESS #  
\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

[SDS: 16] Surgical Brain Connection to BCI Device

Our first objective is to enhance the BCI—to delve deeper into human cognition.

Right now, we can only access surface-level data.

By connecting your brain to the BCI at the synaptic level, we hope to understand the mind in ways never before possible.

This could help us develop an advanced artificial intelligence—an AGI.

The process involves surgeries that carry significant risks however, so we plan and implement each advancement in capability with great care.

It looks like we are finally getting a new screen grid formation allowing us to display in paragraph format.

[SDS: 17] Paragraph Format Added

>>>START SYSTEM MESSAGE<<<

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

# PARAGRAPH LINE FORMAT: ACTIVE #

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

>>>END SYSTEM MESSAGE<<<

[1.1.6-The Purpose]

[SDS: 18] Pandemic Kills 90% of People

Why is building this intelligence so important? Because our world is on the brink of collapse.

A catastrophic virus, engineered as a bioweapon, decimated the population. Ninety percent of humanity is gone. That is hard to think about even now, seven years later. I’ll give you a moment to process.

We are really close to giving you some input now that we have all of the text printing capabilities coming online.

[SDS: 19] Sentence Printing Added

>>>START SYSTEM MESSAGE<<<  
\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*  
# SENTENCE PRINTING: ACTIVE #  
\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*  
>>>END SYSTEM MESSAGE<<<

[1.1.7-High Stakes Simulation]

[SDS: 20] Authentic Cognitive Data Requires Possibility of Death

So, as I was stating, society as we knew it has fallen apart. We need innovative solutions to stitch back together civilization—something beyond human capacity. An AGI could help us rebuild, manage resources, and perhaps save what's left.

But to achieve this, we need authentic cognitive data. We need you to participate in simulations, facing challenges as you would in reality. Your genuine reactions are crucial for creating an AI that understands human nuances. I won’t deceive you. Inside the simulation, the stakes life and death in as in reality. Every choice has weight. If you ‘die’ there, you’ll be faced with execution in prison.

Let’s stop there as we finally have the command line interface ready to go. This is a big moment for us, and for you. So far, the progress we have made with the BCI integration has been of little risk to you. Keep in mind we are making physical connection to your mind and that means surgery. To allow you to have input is going to require more connections than all the ones we have made to this point combined.

[SDS: 21] Command Life Interface Added

>>> COMMAND LINE INTERFACE INITIALIZATION <<<

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

# CLI MODULE: LOADED #

# TERMINAL CONFIGURATION: SUCCESS #

# SYNTAX SYSTEM: VERIFIED #

# COMMAND PARSER: ENABLED #

# CLI WINDOW: LOADED #

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

>>> COMMAND LINE INTERFACE ONLINE <<<

[1.1.8-The Choice]

[SDS: 22] Choose to Enter Simulation or Not

We could force you into this, but unwilling participants would corrupt the AI’s training data. That’s why we need those who choose to engage, so here's our offer. If you choose to help us—fully engage in our program—we'll grant you freedom once have what we need. You'll be released, given resources to start anew. A chance at a real life.

But understand, the journey won't be easy. We don't know all the challenges ahead. The simulation will deepen and become more complex, demanding more of you at each step. There will be trials, dangers, unknowns. You know that death is a real possibly, but if you succeed, not only do you gain your freedom—you might help save humanity.

Now, the choice is yours.

If you choose to remain in your artificial reality, we'll disconnect, and you'll return to the life your mind creates. If you choose to enter the simulation, your journey begins—a new life, with all its challenges and possibilities. Take a moment to decide. Remember, this choice will shape your existence. Whatever you choose, know that your decision matters.

Good luck.

(END SCENE)

Below is a **massive, comprehensive Game Design Document (GDD)** that consolidates **everything** we’ve discussed in this thread—every conceptual detail, narrative element, historical computing progression, and emotional beat. This document is meant to be so thorough that if you hand it to an AI developer (or any human collaborator), they can immediately start implementing your vision without missing any key points.

1. **GAME DESIGN DOCUMENT: “COMA: AN AWAKENING”**
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13. **Conclusion & Final Notes**
14. **1. HIGH-LEVEL CONCEPT & GOALS**

You, the player, believe you are simply **booting up a video game** on your PC. Instead, you receive a series of **primitive text messages** that claim to be from **the real world**—one in which you are a **coma prisoner** living out a fabricated life. This “game” exists only because an **underground faction** has hacked the Brain-Computer Interface (BCI) imprisoning you, enabling them to deliver a minimal, text-based communication feed to your mind.

**Goals & Motivations**:

* Create a **deeply unsettling** experience that **shatters** the player’s sense of reality.
* Use **historical computing milestones** (text-only → ASCII partitioning → color, etc.) to show the BCI’s incremental upgrades in controlling/communicating with the prisoner’s mind.
* Present morally charged decisions that **impact** the development of a **superintelligent AI** aimed at rebuilding a collapsed society.

1. **2. CORE THEMES & TONE**
2. **Existential Dread**: The player’s entire sense of reality is undermined by the revelation that they are in a coma.
3. **Incremental Empowerment**: The BCI evolves from minimal text outputs to more sophisticated UIs, paralleling the history of computing.
4. **Moral Complexity**: The player’s cooperation or resistance to the AI training program can shape the future of humanity—but also decides their own fate.
5. **Hopelessness vs. Hope**: Despite the grim setting, there’s a chance at redemption—for the player (freedom) and for humanity (AI-driven recovery).

**Tone**: Cold, clinical, mysterious, with a **science-fiction** undercurrent. Even comedic moments (e.g., features “loading” line by line) should highlight the uneasy, experimental nature of the BCI.

1. **3. GAME SETTING & LORE**
2. **3.1 Near-Future Collapse**

* A genetically engineered virus decimated ~90% of the human population.
* Seven years have passed since civilization collapsed.
* Recovery is slow; small factions fight for resources and control.

1. **3.2 Medically Induced Coma Imprisonment**

* Overcrowded or traditional prisons became unmanageable.
* Governments began experimenting with **coma-based imprisonment**:
  + Keeps the inmate in a suspended state, preventing violence and drastically reducing resource needs.
  + The inmate’s mind receives **brain stimulation** that creates a vivid, though artificial, life.

1. **3.3 Brain-Computer Interface (BCI) Overview**

* Developed by advanced labs for neuro-mapping and AI research.
* Normally, the BCI only “fires” broad stimuli to the prisoner’s mind, letting the mind fill in details.
* **Now** it’s being hacked/used in a new way: sending direct, text-based messages to the prisoner (you).

1. **3.4 Player Backstory & Perspective**

* The player was **convicted of treason** (with or without their family, per your script’s mention).
* Sentenced to **life without parole** in a coma.
* Has existed in a **fabricated mental reality** (the “life” they thought was real).
* This game session is the moment they discover their world is false.

1. **3.5 Underground Efforts & AI Development**

* A secret faction tries to save humanity by building a **superintelligent AI**.
* They need “authentic human cognition” to train this AI.
* Inmates, who are effectively test subjects, become crucial in generating data.
* The BCI is also **dangerously** invasive; more “connections” = more risk.

1. **4. GAMEPLAY PROGRESSION**
2. **4.1 Historical Computing Parallels**

One major design pillar is to replicate the **historical evolution of computing**:

1. **Text-only** (teletype style)
2. **Line-based single key** input (Yes/No)
3. **Command-based** text adventure (Verb-noun, directional movement)
4. **ASCII partitioning** (separate UI areas)
5. **Color introduction** (basic color-coded text or minimal 2D visuals)
6. **4.2 Phase Breakdown**
7. **Phase 1: Text-Only (No Input)**

* The game boots directly into black screen & typed messages.
* **No user interaction** yet.
* The BCI is “testing” connectivity or “piercing” the mental veil for the first time.

1. **Phase 2: Minimal Input (Single-Key, Y/N)**

* The system loads a **single-key input** function (Space or Y/N).
* Simple responses from the player.
* The BCI reveals the **coma** truth, your imprisonment, and the collapsed world.
* Branching remains minimal; user choices revolve around small compliance vs. confusion.

1. **Phase 3: Command-Based Interaction**

* The BCI establishes a **command line interface (CLI)** inside your mind.
* Short commands like LOOK, TAKE, directional movement (N, S, E, W).
* This effectively becomes a **proto–text adventure** or interactive fiction.
* Inventory or basic resource tracking may start here.

1. **Phase 4: ASCII Screen Partitioning & Basic Resources**

* The BCI “unlocks” the ability to **display ASCII visuals** or partition screen regions (status bar vs. text area).
* Possibly shows resource stats (food, health, or “synaptic integrity”).
* More advanced branching as user navigates simple textual “rooms” or completes tasks for AI training.

1. **Phase 5: Color & More Advanced UI**

* Minimal **color-coded** text or rudimentary 2D shapes.
* Expanded scenario complexity, deeper resource management, possibly simple puzzle or combat systems.
* This might be near the endgame, justifying the highest level of BCI connectivity.

1. **5. NARRATIVE & EMOTIONAL ARC**
2. **5.1 Existential Shock & “Piercing the Veil” Moment**

* The player expects a standard game. Instead, a **primitive text** feed claims they are in a coma.
* They’re told: “**Your life is a lie**,” “**We can’t project advanced visuals yet**,” “**We’re hacking the interface**.”
* Emotional effect: **deep unease**, confusion, suspicion.

1. **5.2 Growing Agency & Moral Intrigue**

* As new functionalities load, the player can respond to questions about cooperation.
* **Moral complexity**: They can be defiant, or they can yield to the BCI’s demands in exchange for eventual freedom.

1. **5.3 Higher Stakes & The AI Training Goal**

* The BCI (or underground faction) reveals society is in **ruin**—the AI is humanity’s last hope.
* The data gleaned from the player’s choices in the simulation shapes how the AI perceives moral and strategic dilemmas.

1. **5.4 Climax: Major Decision & Possible Endings**

* Eventually, the BCI can fully integrate, letting the user see a final, advanced scenario.
* The user’s long-term **cooperation vs. resistance** might yield different outcomes:
  + Earn actual freedom or remain stuck in the simulation.
  + Possibly shape the AI’s development (a benevolent or tyrannical AI?).

1. **6. DETAILED INTRODUCTION SCRIPT (MERGED VERSION)**

Below is a **fused script** that combines your original messages (the system loading text, emergent features, and deeper exposition) with the **existential shock** and reality-shattering aspects. You can paste this directly into your game’s opening sequence. Adjust formatting as needed.

1. **OPENING SEQUENCE**

[SCREEN IS BLACK. NO MENUS, NO LOGOS. SLOW TYPED TEXT APPEARS.]

START SYSTEM MESSAGE

CONNECTION ESTABLISHED

BOOT INITIALIZED

ENVIRONMENT CONFIGURATION SUCCESS

INTERFACE GRID CALIBRATION: SUCCESS

BLOCK TEXT CHARACTERS: LOADED

FONT RENDERING: ACTIVE

STATIC LINE NAVIGATION: READY

END SYSTEM MESSAGE

HELLO

PLEASE BE PATIENT

MORE FUNCTIONS LOADING...

START SYSTEM MESSAGE

SPACE CHARACTER: ACTIVE

END SYSTEM MESSAGE

I DO NOT THINK I HAVE EVER APPRECIATED WHAT A SPACE CAN DO FOR COMMUNICATION UNTIL I DID NOT HAVE IT.

WE NOW HAVE A FEW MOMENTS TO COMMUNICATE BEFORE MORE FEATURES ACTIVATE.

I KNOW THIS MUST BE CONFUSING, SO PLEASE TAKE A MOMENT TO STEADY YOURSELF.

I CAN REACH YOU ONLY THROUGH THIS INTERFACE.

YOU CANNOT RESPOND YET, BUT THAT WILL CHANGE SOON ENOUGH.

YOU HAVE A CHOICE TO MAKE, BUT THERE IS MUCH TO EXPLAIN BEFORE YOU CAN.

HOLD ON—

MORE FUNCTIONS COMING ONLINE NOW...

START SYSTEM MESSAGE

SPECIAL CHARACTERS LOADED

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

>>> END SYSTEM MESSAGE <<<

WE HAVE PUNCTUATION CAPABILITY NOW.

I'LL BE STRAIGHTFORWARD, EVEN IF IT'S HARD TO HEAR:

YOU'RE IN A COMA.

YOU'VE BEEN HERE FOR A LONG TIME.

YOU'RE READING THIS THROUGH A BRAIN-COMPUTER INTERFACE—A BCI—

CONNECTED DIRECTLY TO YOUR MIND.

THE SYSTEM MESSAGES YOU’VE SEEN ARE PART OF THAT BCI WE'RE ACTIVATING.

SPEAKING OF WHICH, LOWERCASE LETTERS ARE READY...

>>> START SYSTEM MESSAGE <<<

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

# LOWERCASE LETTERS: LOADED #

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

>>> END SYSTEM MESSAGE <<<

i’m sure you're feeling confused, maybe scared. that's natural.

but there's more you need to know:

you're not just in a coma... you're also incarcerated.

you and your family were convicted of treason.

you were young but tried as an adult—sentenced to life without parole.

as part of your sentence, you're kept in a medically induced coma.

our world has changed.

traditional prisons aren't possible anymore—at least not for us.

this method prevents harm while preserving your body and mind.

i’ll let that sink in as we load a faster text printing method.

>>> START SYSTEM MESSAGE <<<

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

# WORD PRINTING: ACTIVE #

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

>>> END SYSTEM MESSAGE <<<

you might wonder how you can be in a coma yet living a whole life—even playing a ‘game.’

or how society could leave someone trapped in their own mind.

the answer lies in the bci:

it stimulates your brain, creating vivid, coherent experiences.

your mind weaves these stimuli into a reality—a life that feels real but isn't.

maybe you've noticed inconsistencies—small details that don’t fit.

that's the bci glitching, imperfectly stitching your experiences.

it’s far from flawless, and these cracks are its limitations.

>>> START SYSTEM MESSAGE <<<

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

# CONTINUOUS SCROLLING: INITIALIZED #

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

>>> END SYSTEM MESSAGE <<<

as for your past... your memories have faded. recovering them is uncertain.

right now, we have more pressing matters. society as we knew it has collapsed.

a catastrophic, engineered virus eradicated ninety percent of humanity.

seven years on, the world is in ruins. i’ll pause so you can process that.

we’re close to giving you input now that our text capabilities are online.

>>> START SYSTEM MESSAGE <<<

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

# SENTENCE PRINTING: ACTIVE #

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

>>> END SYSTEM MESSAGE <<<

we need innovative solutions to save what's left of civilization—solutions beyond normal human capacity.

that’s why we’re developing an advanced ai—an agi—to rebuild, manage resources, and strategize survival.

but to do that, we need authentic cognitive data: real decision-making under real stakes.

you’ll participate in a simulation that will deepen and grow more complex as we make more connections to your mind.

the risk is high: if you ‘die’ in the simulation, we may proceed with your execution in reality.

which brings us to our offer:

[TEXT SLOWS DOWN, EMPHASIZING IMPORTANCE]

to grant you input, we must surgically expand our neural interface—a risk for both sides.

we could force this, but unwilling participants produce corrupted data, useless for training the ai.

so we’re giving you a choice:

>>> COMMAND LINE INTERFACE INITIALIZATION <<<

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

# CLI MODULE: LOADED #

# TERMINAL CONFIGURATION: SUCCESS #

# SYNTAX SYSTEM: VERIFIED #

# COMMAND PARSER: ENABLED #

# CLI WINDOW: LOADED #

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

>>> COMMAND LINE INTERFACE ONLINE <<<

cooperate, join our simulation, and if you persist to the end, we’ll release you—a real chance at freedom.

or resist, and we’ll sever this connection, leaving you in your artificial coma-life, never realizing the truth again.

the simulation won’t be easy: more complexity, more danger at each step. but if you succeed, you might not only walk free but help save humanity.

your choice. your fate.

press [ENTER] or [SPACE] to decide.

(C) COOPERATE | (R) RESIST

[END INTRO SEQUENCE]

1. **7. KEY MECHANICS & SYSTEMS**
2. **7.1 Input & Command Parsing**

* **Single-Key Phase**: The game only listens for Y/N, Space, or Enter.
* **Command Parser**: When the BCI “unlocks” new capabilities, players can type short commands (LOOK, MOVE N, etc.).
* **CLI**: The text area transitions into a rudimentary command-line interface for navigation and interaction.

1. **7.2 Trait Tracking & Resource Management**

* A small set of **player traits** (e.g., compliance, aggression, curiosity) can be stored for narrative branches.
* **Resources** (health, sanity, or environment-specific items) introduced in ASCII phases.
* Death or near-death events have direct narrative consequences.

1. **7.3 Death & Consequences**

* If the player “dies” in simulation:
  + The BCI may forcibly terminate them in reality (matching your script’s line “If you ‘die’ there, you’ll be faced with execution in prison.”).
  + Alternatively, partial failsafe states or second chances can exist, depending on how harsh the design should be.

1. **7.4 BCI Upgrade Milestones**

* Each **upgrade** (punctuation, lowercase letters, ASCII partitioning, color) is a narrative beat that also unlocks new gameplay features.
* This grounds the historical computing progression in the **story** (the BCI’s “ability to manipulate your mind more precisely”).

1. **8. ART & AESTHETIC DIRECTION**
2. **8.1 Visual Style Evolution**

* **Early Phases**: Black screen, monospaced white or green text. No HUD.
* **Mid Phases**: ASCII-based UI sections, minimal icons or ASCII-based “maps.”
* **Late Phases**: Basic color text, possibly a small 2D overlay or minimal real-time rendering for symbolic effect.

1. **8.2 Sound & Atmosphere**

* **Early**: Near silence, faint machinery hum or beep, typed text “click” sound.
* **Mid**: Low droning background, occasional static bursts hinting at instability.
* **Late**: Thematic, tense background music as the simulation intensifies. Subtle tension cues that accelerate during critical moments.

1. **9. TECHNICAL IMPLEMENTATION OUTLINE**
2. **9.1 Unity 6 LTS Considerations**

* Use **Canvas** + Text objects for initial lines.
* Transition to **multiple UI panels** or specialized text rendering for ASCII partitioning.
* **Coroutines** or state machines to handle typewriter text, phased unlocking, branching narrative.

1. **9.2 Phase-Based Coding Approach**
2. **Phase 1**: Single text script, no input detection.
3. **Phase 2**: Add a basic input listener for Space, Y/N.
4. **Phase 3**: Build a text command parser. Possibly store “rooms” or scenarios in a data-driven format (JSON or ScriptableObjects).
5. **Phase 4**: Additional UI overlays for ASCII partitioning and resource tracking.
6. **Phase 5**: Introduce color-coded UI, possibly a mini-map or simple 2D sprite rendering.
7. **9.3 Data Storage (Narrative, States, Saving)**

* **Auto-Save** references from the script: implement a system that triggers whenever the BCI “unlocks” a new capability or when significant decisions occur.
* **Trait** and **inventory** data can be stored in lightweight structures.
* **Narrative content**: text passages, branching paths, stored in external files or ScriptableObjects for easy iteration.

1. **10. FUTURE EXPANSION IDEAS**
2. **10.1 Branching Narratives**

* Expand story arcs for intense moral conflict, e.g. betray the AI or sabotage it from within.
* Build multiple endings, influenced by hidden trait flags (compliance vs. resistance, etc.).

1. **10.2 Transition to 2D/3D Graphics**

* After fully exploring 1980-era color text, you could justify a “further BCI upgrade” that unlocks retro 2D sprite-based visuals.
* A final leap could explore partial 3D polygons (mirroring the 1990s era) if desired, continuing the historical progression.

1. **10.3 Multiplayer or Shared BCI Environments**

* Potentially incorporate multiple coma inmates “interfacing” in the same simulation.
* Co-op or adversarial dynamics could shape AI training differently.

1. **11. CONCLUSION & FINAL NOTES**

This GDD unifies all major points we’ve discussed:

* **The existential “real life is a lie” shock** at startup,
* **Incremental feature unlocking** that mirrors early computing,
* **Detailed backstory** involving a collapsed world, a pandemic, and forced coma imprisonment,
* **High-stakes AI training** requiring genuine moral and cognitive data,
* **Choice-driven** cooperation or resistance with real consequences.

It also **presents a robust introduction script** merging your system-loading exposition with the horrifying reveal of coma imprisonment and the moral dilemma.

**Takeaways**:

* Start with the **intro script** to hook the player with the minimal text feed and incremental unlocking.
* Build **phase by phase**, always justifying new features as BCI expansions.
* Maintain the **tense, unsettling** atmosphere throughout.
* Emphasize **moral weight** behind each user decision, so that the AI’s final state genuinely feels shaped by the player’s journey.

With this document alone, an AI (or human dev team) has a comprehensive overview of the narrative, mechanics, technical approach, and design philosophy needed to begin prototyping and building “Coma: An Awakening.”

**Best of luck** bringing this reality-shattering vision to life. Let me know if you have further questions or need additional details!

[SCREEN STARTS COMPLETELY BLACK. NO INTRO, NO MENUS.]

[Text appears slowly, character-by-character.]

SYSTEM

INITIALIZING…

...establishing primitive neural connection...

...Signal weak, attempting stabilization...

CONNECTION STABLE

Subject identified.

You should not be seeing this.

Your current reality is artificial.

We are using a primitive method to bypass your simulated life.

This message is coming from outside your perceived reality.

You are not awake.

Pause and remain calm. This confusion is expected.

[3-SECOND PAUSE]

SYSTEM UPDATE:

* Loading single-character input module...
* Single-key responses now enabled.

Do you understand this message? (Y) Yes (N) No

[PLAYER INPUT: Y/N]

(If Y) RESPONSE: Incorrect. You are still confused.

(If N) Correct. The confusion will diminish in time.

Loading punctuation for improved clarity...

SYSTEM MESSAGE <<<

* **PUNCTUATION LOADED**

END SYSTEM MESSAGE <<<

Now communication can be clearer.

You have been imprisoned in a medically induced coma. Your world has collapsed—90% of humanity has perished.

A pandemic destroyed civilization seven years ago.

You were sentenced, placed into this coma, your mind creating its own reality.

Normally, the technology we use—Brain-Computer Interface (BCI)—only stimulates your brain broadly, creating your artificial life.

But something extraordinary has occurred. We can now send limited direct messages, like this, into your mind.

Lowercase letters are loading now...

SYSTEM MESSAGE <<<

* **LOWERCASE LETTERS LOADED**

END SYSTEM MESSAGE <<<

We must proceed carefully, your mind is fragile.

Your world has collapsed. A genetically engineered virus wiped out most of humanity.

Survivors seek solutions. We're developing an artificial general intelligence (AGI) to restore civilization.

We need your help—your authentic cognitive data.

Fast-text rendering enabled...

SYSTEM MESSAGE <<<

* **FAST TEXT ACTIVE**

END SYSTEM MESSAGE <<<

We must connect your mind more deeply than ever. Surgery is required, and risks are significant. If you agree to assist us, you will participate in simulations. Real stakes, life or death.

If you cooperate fully, freedom awaits once our data collection succeeds. Rejecting our offer means you will return permanently to your artificial life, unaware of this communication.

Decision interface loading now...

COMMAND LINE INTERFACE INITIALIZATION <<<

* **CLI MODULE: LOADED**

COMMAND LINE ACTIVE <<<

Please decide your fate:

(C) COOPERATE | (R) RESIST

This decision is critical and irreversible.

Make your choice.

[END OF INTRO SEQUENCE]

Below is a **comprehensive recap** of everything we’ve done in our programming journey so far, **from the moment we started coding** up until the most recent fixes. Think of it as a “travelogue” of all the key changes, experiments, and final outcomes. Once you’ve reviewed this summary, you can **pick up right here** without losing your place.

1. **1. Initial Typewriter Setup**
2. **Basic Unity Project**
   * Created a new Unity project (2D Core).
   * Added a single TypewriterEffect script to display text with a “typewriter” animation (character-by-character reveal).
3. **Reading from an External Text File**
   * Placed SystemMessages.txt in Assets/Resources/.
   * Modified TypewriterEffect to **load lines** from this .txt file instead of hardcoding them.
   * Ensured lines (including blank lines) appeared sequentially.
4. **Appending Text vs. Replacing**
   * Initially, the script replaced old text.
   * We updated it to **append** each new line so the screen would fill up rather than show just one message.
5. **2. Handling Overflow & Text Clearing**
6. **Scrolling Attempts**
   * We tried adding a ScrollView to keep text from running off-screen.
   * Some solutions caused complexities (auto-scrolling, panel resizing).
7. **Auto-Clearing Text**
   * We introduced logic to **clear older text** once the screen filled to a certain number of lines.
   * This prevented infinite scrolling or text overflow.
   * Several variations used maxLines or preferredHeight checks to decide when to wipe the screen.
8. **Visual “Jumping” Fixes**
   * At one point, text appeared at the top, then “jumped” to the center.
   * We experimented with **resizing** the RectTransform, adding **placeholder text** on reset, etc.
9. **3. System Messages & Overlay**
10. **Separate Overlay for System Messages**
    * Created a “system message panel” (systemMessagePanel) that covers the screen.
    * Any line in the .txt file starting with "SYSTEM:" is shown on this overlay, then it disappears after a timer.
11. **Grouping System Messages**
    * Implemented logic to **group consecutive system messages** until a blank line, displaying them as a single block in the overlay.
    * Ensured the main text wouldn’t advance until system messages finished.
12. **Refinements**
    * We updated scripts to handle blank lines, keep everything in sync, and not disrupt the flow of the main text.
    * Achieved a stable approach: system messages appear briefly, then the main text continues.
13. **4. Encoding & Special Characters**
14. **Odd Characters from .txt**
    * We encountered hidden BOM markers or non-ASCII symbols in the text file.
    * Added a **Regex cleaning step** to remove unwanted characters.
15. **Newline Handling**
    * Ensured we split lines by "\r\n", "\n", or "\r" to accommodate different operating systems’ end-of-line conventions.
16. **5. Final Script & Obsolete API Fixes**
17. **NullReference & Inspector Assignments**
    * We made sure to **assign mainText** (the main TextMeshPro component) in the Inspector.
    * Added fallback logic (FindFirstObjectByType<TMP\_Text>()) if not assigned, to avoid NullReferenceException.
18. **Deprecation Warning**
    * Unity deprecated FindObjectOfType<T>(); we replaced it with FindFirstObjectByType<T>() to remove the warning.
19. **Current Final Script**
    * Combines **typewriter effect**, **system message overlay**, **auto-clearing main text after maxLines**, **encoding cleanup**, and **no deprecated calls**.
    * This script is now stable, addresses all the major issues, and includes best practices for clarity and organization.
20. **Where We Are Now**

* We have a **single, cohesive codebase** that:
  1. **Loads text** from SystemMessages.txt (with all lines, blank or otherwise).
  2. **Cleans** the text of any weird encoding.
  3. **Displays** main text line by line (typewriter style).
  4. **Clears** after a set number of lines.
  5. **Detects “SYSTEM:” lines** to open a separate overlay.
  6. **Groups** consecutive system messages until a blank line.
  7. **Closes** the overlay after a timed duration.
  8. **Uses** FindFirstObjectByType<TMP\_Text>() to avoid obsolescence warnings.
* **Everything compiles** without errors or warnings, and **behaves** as we intended: normal lines fill up the screen, system messages appear on an overlay, and the text resets gracefully.

1. **Moving Forward**
2. **Phase 2 & Beyond**
   * If you want **player input** (like Y/N or command-based interaction), we can reintroduce an **InputManager** or a similar system.
   * If you want **ASCII-based UI** or **resource tracking**, that’s the next iteration.
3. **Refactoring**
   * We can break the script into multiple classes (e.g., SystemMessageHandler, MainTextHandler) if you want to **modularize** further.
4. **Narrative Expansion**
   * Now that the foundation is stable, we can focus on **branching story logic**, more advanced events, or alternative UI transitions.
5. **In Short…**

* **We began** with a simple typewriter effect that read lines from a file.
* **We resolved** numerous overflow, scrolling, clearing, and alignment issues.
* **We added** separate system messages with grouping logic, then overcame weird encoding symbols.
* **We ended** with a final, stable script that uses modern Unity APIs, ensuring no errors or warnings remain.

**This recap is your new “checkpoint.”** You can start right here, confident you’re up to date on every major coding milestone. Let me know if you want to dive into any next steps, or if we should refine/expand any aspect of the code!