

Concept Document: Lamport General Systems

1.0 Game Title & Logline

1. **Game Title:** *Lamport General Systems*
2. **Logline:** Lamport General Systems is a first-person immersive sim where you play as a lone technician in a derelict facility, manipulating hostile Byzantine fault-tolerant networks that treat you as a threat while deciding whether to repair or destroy each subsystem as you navigate deeper into the facility.

2.0 High-Level Premise

In Lamport General Systems, you're a lone technician sent to evaluate a long-abandoned facility, but the facility's Byzantine fault-tolerant networks continue their operations - operations that happen to involve eliminating any human presence, including you. These self-repairing systems, including humanoid robots, adapt and respond to your presence while maintaining their core functions despite damage or interference. To survive and complete your mission, you must exploit their resilience against them by intercepting and altering messages between nodes, injecting or altering code, and physically severing connections. Each subnetwork you encounter poses a critical decision: repair it to restore corporate operations, or destroy it to ensure these systems never reactivate. Every action creates ripples through the connected systems, producing unexpected behaviors and emergent situations that reward creative problem-solving. The facility's unfinished experiments and malfunctioning machinery become your tools and obstacles, while deeper in the facility you discover an anomalous AI that complicates your choices about what to preserve and what to destroy.

3.0 Player Experience Goals

- **An Impossible Task** – Feel the crushing responsibility of being the lone technician tasked with reviving or condemning a vast, decaying system.
- **Strategic Infiltration** – Choose between stealth, brute force, clever exploits, or low-level coding to overcome hostile machines and networks.
- **Systemic Awe** - Experience both awe and dread at the network's uncanny resilience and ability to change and adapt separately from the player's actions.
- **Satisfaction through Systemic Learning** - Develop an increasing understanding of how the network functions, the tools available to correct or disrupt parts of it, and a sense that you can make decisions about how to interact with the system based on this knowledge.

4.0 Core Gameplay Mechanics

- **Message Manipulation:** Intercept, edit, replay, or manufacture messages and instructions sent across the network to control nodes.
- **Instruction Injection:** Temporarily patch or further corrupt nodes with low-level code.
- **Node Sabotage:** Cause nodes to fail or isolate them physically (power cuts, broken links).
- **Observation & Stealth:** Hide, move carefully, and avoid detection by humanoid robots or the network itself.
- **Emergent Interaction:** player actions ripple through the network and produce surprising outcomes.

5.0 Story and Theme

- **Story:**

In Lamport Systems, you are a lone technician sent by a massive corporation to a long-abandoned facility tasked with restoring the site to working order. The company left you on the job alone with minimal tools, forcing you to scavenge and improvise, a clear sign that efficiency and profit were valued over worker safety and support. The facility is dominated by a network of self-repairing humanoid robots and computers, which continue to operate relentlessly even decades after abandonment. The company left you on the job alone as efficiency and profit are more important than worker safety or support.

As you explore, you discover traces of the corporation's neglect: unfinished experiments, malfunctioning machinery, and cryptic logs that hint at human overreach and the dangers of over-reliance on AI. Amid the network, you encounter a unique AI entity that behaves differently from the system working against you—a beam of light with consciousness. Its existence poses a moral dilemma: do you embrace the potential benefits of technology and save it, or reject AI entirely and delete it?

Questions emerge as you delve deeper: why is the AI hostile toward you when the system was originally designed to be resilient and prevent this from happening? Perhaps it gained too much power and began manipulating the system to its own ends, or perhaps a previous worker, fed up with corporate neglect, sabotaged the network and left it in a dangerous, self-protective state. The story explores these mysteries while examining the tension between technological progress, human oversight, and the ethical responsibilities that come with creating powerful AI systems.

- **Themes:**

- **Corporate Neglect** – You're sent alone with minimal tools to manage an impossible job reflecting how corporate systems neglect individual workers.
- **Systemic Resilience** – BFT Networks adapt, resist, and never die easily.

- **Emergence** – Your manipulations spark cascading, unpredictable outcomes in a dynamically changing system.
- **Moral Reckoning** – Learning the system's original purpose, the causes of its failure, and the hidden AI alters how you weigh the choice between repairing or sabotaging the network.

6.0 Target Audience & Comparables

1. **Target Audience:** The game is designed for players who enjoy immersive sims, emergent gameplay, and horror. It appeals to those who like tense, atmospheric worlds where systems respond dynamically to player actions. Players who enjoy high-stakes problem-solving, moral dilemmas, and the dread of being alone against a resilient, adaptive network of AI and robots will find this game engaging. Fans of sci-fi, retrofuturism, and narrative-driven exploration will also be drawn to the setting and themes of corporate neglect and over-reliance on automation.

2. **Comparable Titles:**

Comparable Title	Inspiration & Differentiation
Soma	<p>Inspires....</p> <ul style="list-style-type: none"> - Horror atmosphere and tension. - Environmental storytelling and exposition through computer logs - Encounters with autonomous entities that create suspense. <p>Differs by....</p> <ul style="list-style-type: none"> - Linear scripted storytelling versus emergent systems, and isolated encounters versus interconnected networks that adapt to your actions
Alien Isolation	<p>Inspires....</p> <ul style="list-style-type: none"> - Fear and tension from being alone against a relentless, intelligent adversary. - Adaptive enemy behavior that reacts to the player. <p>Differs by....</p> <ul style="list-style-type: none"> - Single adaptive predator versus multiple networked systems working together, and hiding/avoidance versus manipulating and exploiting the system's own protocols
Prey	<p>Inspires....</p> <ul style="list-style-type: none"> - Exploration of high-tech facilities. - Enemies and systems that respond to player actions. - Emergent gameplay <p>Differs by....</p>

- Combat-heavy solutions and superhuman abilities versus realistic tools and programming, and alien organisms versus familiar technology turned hostile through logic