The world hosts a budding hero. It just doesn’t know that yet.

Heroes bring change to society with the promise of a better future. Yet Delta finds themselves in that same future they failed to build.

Lambda- the ethereal wavelength that regulates human emotions and links them with the universe. Without it, people would go wild. Order would crumble in the blink of an eye. Lambda

PATROL (Persons and Allies to the Total Regulation of Lambda) holds reign over society. Commoners are mere puppets to the largest organization on the planet. PATROL appears innocent enough on the surface; they advertise themselves and wanting to keep the balance of Lambda intact. But, they just want to alter Lambda for their own desires.

Want a girl to like you, without any doubt (if that sort of thing is still hip an’ happenin’)? Manipulate Lambda.

Looking to get away with crimes? Lambda’s your new BFF.

PATROL is overseeing the Lambda Project: A project whose massive technological capabilities will spell doom for the planet and its innocent inhabitants. By “regulating” Lambda, PATROL will essentially control emotions on a whim.

Delta is a PATROL officer—at least in the past. Delta initially joined PATROL for the promise it advertised, but since working there, Delta’s harbored a great resentment for its organizational values. Delta still does whatever needs to get done at work, but has been planning a secret operation for some time now. After work one day, Delta decides to infiltrate their workplace at night and steal all the important documents. (I’m assuming there’s going to be a room the player starts in) It doesn’t take long before their coworkers sense something haywire. It’s time for Delta to boogie and save the world.

Delta’s fate is in your hands.

Don’t get caught, or else the world will be doomed for eternity.

No pressure.

Note: Something I was thinking of to justify the arcacdey gameplay was that PATROL has a method to rewind time thanks to their strong emotions and Lambda’s power. IDK if we’re doing a boss or not so this is subject to change, but here’s an early draft of background story.

(Invis cloak could be stolen tech from the PATROL HQ)

Dialogue lines:

(Are these gonna be thought bubbles or more like 2 guards talking to each other?)  
(Are these gonna be randomly chosen from a list of quotes or assigned to specific guards?)

“Man, I can’t wait to see her tonight.”

“Isn’t it like, soooooo cool that we have a, well, cool company acronym?”

“Lambda, huh? I’ve almost got my hands on it.”

“I wonder what’s been up with Delta lately.”

“That Invisibility Cloak they were testing earlier, that stuff’s legit.”

“…Is my shift over?”

“A break in? No way, not with our security tech.”

“…Working overtime. Again.”

“This is for PATROL’s sake.”

“…Damn those password-locked PlayPyramids.”

“Can I just get a promotion already?”

Beginning: Delta just retrieved the special documents. One page contains the layout of PATROL headquarters. PATROL HQ has an anti-intruder mechanism which forces would-be thieves to scour entire floors to lift the fog blurring their vision. Delta must map out each floor entirely, lifting said fog as a result.

Middle: Delta goes through various rooms and floors, lifting the fog while making their way out of the building without getting caught.

End: Delta arrives at the bottom floor, with the head of PATROL and his/her subordinates standing in their way. Delta must make careful and masterful use of the invisibility cloak and the surroundings to successfully escape alive, and therefor give humanity hope for the future.