* Each level something different has happened, and we have to find out what happened in a somewhat different way for each level
  + The player starts with no knowledge of war at all (this unbiased standpoint on the whole issue of war)
  + The war is going to be two made-up countries
  + The player is going to trek through (have levels within) both made-up countries’ territories in order to discover both sides to the war
  + The player is going to see the disadvantages of war for both made-up countries
    - Before the war, the countries were technologically advanced and thriving - the economies were also very good → it is not good after
    - Society was pretty sound between both countries, all things considered, especially at the “grassroots” level such as between families, friends, etc. → families are torn apart, society is in disarray for the common person, the only people who might care are the higher level politicians who decided to go to war
      * e.g. story of a family that lives around the border between the two countries, and they are torn apart due to the war
      * e.g. story of a family that has to be drafted into the war even though they do not want to fight, or not prepared to fight
    - Environment was thriving before → now it is destroyed
  + The end result is the character having experienced and completed every level and the player hopefully siding with the anti-war theme
* The avatar in the game forgets what happened before and during the war. They survived through a big bomb dropped off from the sky and has mental trauma.
* Search for the ruins (levels) and try to discover/remember everything happened in the past when they play the game
* Learn about other characters and the struggles they go through

Level 1: Tutorial

* Player wakes up in a deserted, dystopian area
* Nothing around for miles
* Text boxes where the player tries to get his bearings, wonders where they are, what happened, and then who they are.
* Player then follows a path where they come across obstacles that teach them the controls (movement, how to use items, etc.) until they come across a city.

Level 2: The City

* Player learns about things within the city. Upon initial arrival, they find a town hall being held in the town square. This is basically an exposition dump explaining the state of the world (but not too much of it).
* Player is then spotted by an elderly man who is surprised to see him. The man asks the player to follow him back to his house. Player agrees.
* Elderly man talks about how he would like a picture of his wife that was left in the “exclusion zone.” Man notices the player has no idea what that is, Player explains to man that he has no memory of who he is or what has happened. Man says it is too much to explain, but tells him he will give the player shelter if he is able to retrieve his wife’s picture from their old house in the exclusion zone. He gives the player a item of some kind and tells him where to go.