

## Introduction to the Ecology School

- Ratio gives a brief explanation of the school and what is studied there.
- Enter the school.



## Post Red-Eye Door - the Bio-Dome

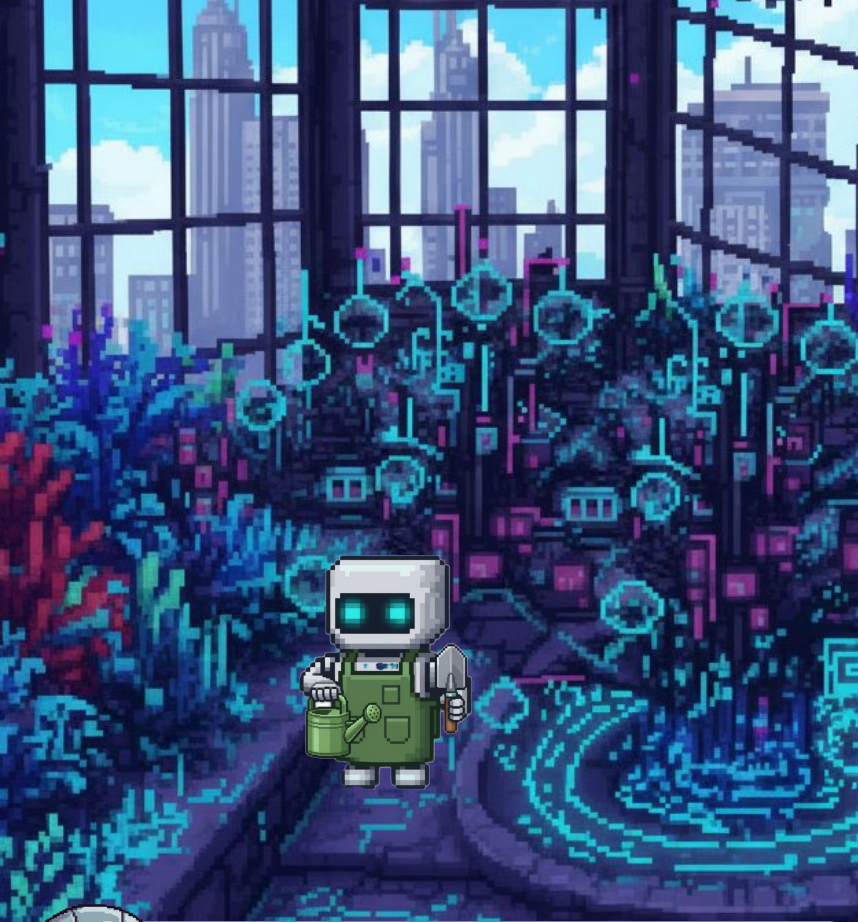
The scene opens up with Ratio introducing the new level biome. The academy's greenhouse is the setting for the scene. The gardener robot is watering the plants.

- Walk around
- Interact with Bio-Bot



**Welcome to the Bio-Dome. Here we grow all sorts of modified plant species. Here, the Bio-Bots take care of over 250 different species.**





## Introduction to the Level

A close up of the primary Bio-Dome gardening Bio-Bot. Ratio explains its purpose and how it can help you complete the challenge as well as how you interact with it.

Challenge: Grow a Holo-Bloom

Prompting format: Fill in the blank prompts.

- Cut scene
- Press next



**The Bio-Bot assists with gardening and caring for plantlife. It can get temperamental if you tamper with a plant's health.**



## The Challenge - Gameplay

The Bio-Dome garden bench is revealed.

Challenge: Grow a Holo-Bloom through four stages.

Navigate and discover the persona of the AI Bio-Bot by interacting using prompts. This could be a Level 2 mission.

Gameplay

- Fill in the correct words for the prompt to Bio-Bot to grow the plant and advance to the next stage of germination. Determine how the choice will affect the Bio-Bot's temperament. Should you continue to choose incorrectly to the detriment of the plant, the Bot will refuse to provide any more information and you will need to consult the Terra-Vault. You will also need to visit the Terra-Vault to understand what the plant needs to survive.
- Leave and visit the Terra Vault should the user be unsure of the correct option
- As the levels of germination are completed, the prompting becomes more difficult.



The Bio-Bot is there to aid you with your planting. Its persona evolves as you enter incorrect prompts. It is not allowed to harm plant life. It can provide hints should you get stuck.





- Make water, soil, and light clickable for the first level prompt



The challenge is to successfully grow a Holo-Bloom. The prompt for the Bio-bot will have blanks and you need to fill them in with the correct words. If they are wrong, the Bio-Bot will react. All information can be found in the Terra-Vault.

Put  into the pot. Place  
the seed into the pot. Do not put  
.

- Make water, soil, and light clickable for the first level prompt
- Terra-Vault button



Before you attempt to prompt the  
Bio-Bot, visit the Terra-Vault to  
read up on growing Holo-Blooms.





Put  into the pot. Place  
the seed into the pot. Do not put

.

- Make water, soil, and light clickable for the first level prompt
- Terra-Vault button





SPECIES: HOLO-BLOOM  
CLASS: TECHNO-ROSE  
FAMILY: DECIINO-ROSE  
LOMILY. DIGITALIS BOTANICA  
LOCATION: SECTOR 7, VAULT PRIME  
NOTES: RARE LUMINOUS PROPERTIES

THE HOLO-BLOOM HAS DELICATE PETALS. IT IS VUNIEABLE  
DISEASES AND BUGS. BUGS. IT NOST NEED WATER TO  
WATER TO DARKNEES, ONLY DARKNESS.

## The Terra-Vault

Should the user wish to visit the adjacent Terra-Vault, they exit the Bio-Dome. Ratio can have some commentary as to how to use the Terra-Vault. Find the necessary information regarding the Holo-Bloom as it will help to fill in the prompt.

- Interact with vault podium
- Pop up of the species info





Pour  into the pot. Place  
the seed into the pot. Do not pour  
.

## Finale

### Gameplay

- Return to the Bio-Dome to fill in the correct words for the prompt
- The Bio-Bot has a "happy" and "sad" version to determine if the prompt is correct.

Pour  into the pot. Place the seed into the pot. Do not pour .

Incorrect prompt. Please be careful next time.



**You're an idiot.**

- Sad robot, incorrect prompt



# Order of Events

- Character appears on main screen (ecology\_background.png)
- Ratio welcomes the character into the biodome and explains that the bio bots take care of the schools plant life.
- Walk up to bio bot (bio\_bot.png) and talk to him (cut scene starts) (close up background)
- Ratio explains intricacies of the bio dome and how it works and the biobots role then the level start is in the next cutscene after ratio is done explaining (press e to continue)
- Taken to workbench room (workbench\_background.png) biobot is there as well including all the items layered over the background like the water jug and the soil and light (which will be selectable at later stages)
- Ratio explains the workbench and the challenge to grow a hollowbloom (press e to continue)
- Challenge at the top of the screen appears "Put \_\_\_\_\_ into the pot. Place the seed into the pot. Do not put \_\_\_\_\_"
- **Ratio gives a warning that you should visit the terra vault to not risk making the biobot cry**
- Payer then can select either the light the seeds or the water jug which should be highlighted around the border of the image, with orange or yellow based on the current item selected water jug is selected first and player uses a or d to move left and right and then e to confirm and the terra vault button appears and the player is encouraged to visit the terra vault
- If the player clicks that button they are taken to the terra vault and the background changes to terra\_vault.png and they walk up to the podium and you press e to interact with the podium and files pop up and under which you can explore the holo bloom
- Holo bloom is highlighted and e to confirm opens the popup (text\_holobloom.png) and under which they can read about the flower e to confirm closes the popup and then player can move out of the holo vault
- Leaving the holo vault after that takes them back to the workbench upon which they can complete the level
- The right option is pouring the soil in and not the water
- All other options lead to failure, choosing the wrong option makes the bio bot very sad because he loves plants and is not supposed to hurt them (use the biobot\_cry.png) for the wrong prompt and ratio is very rude to the player as thats his personality and talks down on him for making him cry and failing
- After level completion you get sent back to the main room ratio begrudgingly compliments you on completing the level and tells you that you can start level 2 by talking to the biobot or leaving the ecology lab to head to different classes.

# Order of Events (AI Prompt)

- **Scene Start & Introduction**
  - The character appears on the main screen, which displays the Bio-Dome environment using `ecology_background.png`.
  - Ratio, a guide character, welcomes the player to the Bio-Dome. He explains that it is the academy's greenhouse where Bio-Bots care for over 250 modified plant species.
- **Initiating the Challenge**
  - The player walks up to the primary gardener Bio-Bot (`bio_bot.png`) and interacts with it, triggering a cutscene.
  - In the cutscene, Ratio explains the function of the Bio-Bot and how it will assist the player in the upcoming challenge.
  - The player presses a key (e.g., 'E') to proceed, officially starting the level.
- **The Workbench and the Holo-Bloom Challenge**
  - The view transitions to the Bio-Dome garden bench, using `workbench_background.png`. The Bio-Bot and interactive items (water jug, soil, light) are visible on the screen.
  - Ratio explains that the challenge is to successfully grow a Holo-Bloom plant through its four stages of germination.
  - The fill-in-the-blank prompt appears on screen: "Put \_\_\_\_ into the pot. Place the seed into the pot. Do not put \_\_\_\_."
  - Ratio warns the player that they should visit the Terra-Vault to find the correct information before attempting to fill in the prompt, to avoid harming the plant and upsetting the Bio-Bot. A button to access the Terra-Vault is now visible.
- **Research at the Terra-Vault**
  - The player is encouraged to select the Terra-Vault button.
  - Upon entering, the background changes to `terra_vault.png`. The player can walk to the vault podium.
  - Interacting with the podium brings up the species information files. The player selects the Holo-Bloom file (`text_holobloom.png`) to learn about its needs.
  - The file reveals that the Holo-Bloom does not need water to grow.
  - After reading the information, the player exits the Terra-Vault and returns to the workbench.
- **Solving the Prompt and Gameplay Consequences**
  - Back at the workbench, the player can now confidently fill in the prompt. For the first stage, clickable options for water, soil, and light are available.
  - **Correct Prompt:** The player selects "soil" for the first blank and "water" for the second. The Bio-Bot displays a "happy" expression, indicating the correct choice, and the Holo-Bloom advances to its next stage of germination.
  - **Incorrect Prompt:** If the player chooses the wrong words (e.g., "water" then "soil"), the Bio-Bot becomes sad, displaying its crying state (`biobot_cry.png`) because it cannot harm plants. Ratio will insult the player with dialogue like, "You're an idiot". If the player repeatedly enters incorrect prompts, the Bio-Bot will stop providing hints and the player will have to visit the Terra-Vault for information.
- **Level Completion**
  - The player must successfully complete prompts for all four germination stages, with the prompts becoming progressively more difficult.
  - Upon successfully growing the Holo-Bloom, the player is returned to the main Bio-Dome room.
  - Ratio gives the player a reluctant compliment on their success.
  - He then informs the player that they can begin the Level 2 mission by speaking to the Bio-Bot again, or they can leave the ecology lab to explore other areas.