Story: A character wakes up on a spaceship with aliens that don’t look like humans. They can speak English, but are rather monotone and their expressions are not the same as humans’. They have gone on a mission to retrieve a human for diplomacy reasons and to understand human culture before coming to Earth.

There seems to be some unrest in the crew, however, and it seems as though the mission is not all it’s thought to be. Making connections and figuring out who to trust in order to figure out what’s going on as well as your place in the universe.

Things start going wrong, e.g. nonessential systems shut down, emails get leaked, and it seems that it’s on purpose. Towards the end, it’s understood that the government wants to use the character as a lab rat, not a cultural liaison, and the character gets a chance to go home or to see the alien worlds.

Mechanics:

* Self-score
  + How well you are doing from your perspective
  + Based on social cues and things that you do
  + Meant to influence player, but isn’t necessarily influential on the game itself
* Other score
  + How well you are doing from others’ perspectives
  + Based on the socialization with others and how you are seen in society
  + Is revealed in certain moments, e.g. when they tell you how they feel about you or if a real friend tells you how others feel
  + Is what determines the ending
* Puzzles
  + Unlocking the larger story

Location:

* Spaceship
* Approximately house-sized, has rooms that are unavailable unless at a certain level
  + If you go into a friend’s room with a high self-score and a low other score, it decreases the other score
  + If enter with both high scores, increases other score
  + If have low self-score, can’t enter

Character:

* Over the course of the story, more about the character is revealed as they open up and start reading their notes and their memory returns
* The character is socially awkward at home as well as in the spaceship, so the learning of social cues was a struggle in both places
* The reason the character was chosen to be taken is because they were isolated at home
* Need to know who you can trust with information
* Based on how you interact can change who the character is
  + Don’t try to interact with the aliens at all
  + Being very bad at interacting with aliens
  + Being very good at interacting with aliens

Other characters:

* Captain
  + Very loyal to their government, did this as a favor to a friend
  + Young for a captain, cocky
  + Genuinely wants to be a good person, but doesn’t always know what that means
  + Tends to be oblivious and orders people around without thinking about their feelings
* Medic
  + Is on good terms with everyone, is very friendly
  + Secretly is sabotaging the email because they were told about the plan and did not agree, but didn’t want to be thrown under the bus if it came out and others didn’t agree
  + Doesn’t like when others are upset with them, always wants to be in the good graces of others.
* Cook
  + Doesn’t particularly want to be here, but it pays well
  + Family-oriented, has big family on home world
  + Stays isolated from most of the other crew, preferring alone time or calling family
  + Medic is the only one that they talk to regularly
* First Mate
  + Wanted to be captain but was passed over and is very salty
  + Listens to the captain, but will turn at any moment possible
  + Has worked for a long time to become captain and feels it was given to the captain because of favoritism
  + Sabotage certain systems to make the captain seem unfit
  + Driven, hardworking, can be calloused, but doesn’t generally mean harm (except to the captain)
* Engineer
  + Is just doing a job so that can party at night
  + No one except the medic really hangs out, but they will party
  + Is very good at their job, so can afford to hang out and will do so with whoever is available, always trying to rope others in
  + Work hard, play hard

Endings:

* Want to continue with aliens
  + Good
    - Together they ride off into the sunset, escaping to another system under a different government
  + Bad
    - The character gets dropped off on a strange planet with no money and no prospects
* Want to go home
  + Good
    - They go home and (depending on choices) make new friends, reconnect with old friends, or go back to their alone life, but happy
  + Bad
    - They get sent home and are lonely
* Really Bad
  + Everyone hates you so much, you get dissected (would be very difficult)