NOEL:

What do you want this game to be about?

Well, before talking about the story, I want this game to portray a message.

Ok, What message do you want this game to portray?

That love is more about caring for others, not just yourself.

That loving should be about looking for those in the dark, as well as taking care of yourself.

I guess I thought I would make this character have a traumatic background, where something that he did (something selfish, something cynical maybe) lead to a calamity. And now,

Waking up one day, he finds himself in a distraught world, filled with aliens and weird creatures that have come to take over the world, and he goes on an adventure to save his daughter, who was taken away to be tested as a specimen.

Or I make it into a more gameplay-focused game (shoot em all )

Where the game is just about you killing all these aliens and saving the world.

-simpler, but less impactful?

Sure, let’s do this one. As I don’t really figure making this into a huge project. I can expand on this after I finish.

Noel:

Scene 1: should be just a normal city? (what do you mean by normal?, maybe suburbs?)

Noel, or the {main character} wakes up in his room, kinda? No. If he is living alone, and is a soldier, old, doesn’t feel like he would have his room tidy.

Noel is a retired soldier, and in his room should be subtle signs that he was once a good, skilled soldier.

Ok. He wakes up in a sorta messy room, woke up by a large explosion sound. He leaves his flat to see what’s up, (‘walking’), his neighbors also leave one by one, and as he gets closer to the building’s exit, the air gets increasingly stressed. The neighbors (npc entities, death animation, gets killed when hit once.) Noel goes outside to see what’s going on, and witnesses his town over-run with aliens.