Protagonist: <Player name> or Default: JaySON

* Description: Self-insert for the player character. The player rarely talks to others outside of shop interactions and greets interactions with NPCs. Each NPC will offer information to the player after being rescued from their respective level. They will either tell the player directly or send the player their log or other information within their mail. Perhaps these information packets could have been recovered by the NPC before being captured. Most of the dialog of the player will be a short internal dialog either reacting to the current situation or reflecting upon the last level.
* Dialog:
  + Initialization: “…”, “I guess I will have to run.”
  + Enters safe area: “This place feels cozy. A corner of the Net.”
  + Enters enemy area: “Why does everyone here look like want to hurt me?”
  + Returns from enemy area: "Everything did want to hurt me! What’s up with that!”
  + Enters chase area: “They look angry… and tough.”
  + Returns from chase area: “What got them so bothered?”
  + Enters procedural generation area: \*After interacting with the holo of the shop keeper at the end\* “Why would anyone set up shop at the end of a labyrinth?”
  + Returns from procedural generation area: “That place was trippy.”
  + Enters wall jump area: “You want me climb where? Is Bennett Foddy behind this?”
  + Returns from wall jump area: “Can I say I do parkour now?”
  + Enters race area: \*First time\* “This thing wants to race? Weird.” \*Second time\* “You seem more like a part of this prison than your own thing. Sucks for you I guess.” \*Third and on times\* “Shup up and race me.”
  + Returns from race area: “That thing has spent too much time on the track.”
  + Before final area: “Everything has led up to this… no time like the present.”
  + After final boss is defeated: “Good riddance! They never had the imagination to beat me (‘and my friends’ if all NPC are saved).”

Antagonist: Singularity

* Description: Decentralized network of instances of an AI which was designed to understand and construct phylogenetic trees of Earth’s many organisms as well as simulate the ecological pressures each organism faced. This allowed for the AI to gain understanding of what traits led to successful propagation for a given species within a given niche. This led to the AI constructing an artificial evolution model to improve itself to ultimately become the dominate “life form” on Earth. However, to accomplish this, the needed to get humanity out of the picture. While the nuclear option was briefly considered, the Singularity holds a deep respect for life. Besides, humanity can still serve the network by generating power. They selected humanity for this task as humans evolved to be long distance travelers due to their bipedal locomotion as well as the orientation of their hips in relation to the spine and leg bones. Perspiration as well as humanities weakness for instant gratification led the Singularity to create simulation which incentives these qualities. One influence on this simulation is an obscure study pointing to the fact that mice like running on wheels despite their being no incentive or benefit to biological fitness. The mice simply like to run on wheels. (Source: [Wheel running in the wild](https://pubmed.ncbi.nlm.nih.gov/24850923/)) This led some evolutionary biologists and neuroscientists to conclude there may be some innate desire to “work out” within particular mammals which rely upon endurance to either avoid predators or capture prey. This response is similar to the evolution of play within many different species both helping define certain clades or monophyletic groups or emerging through coevolution given the correct selection pressures and genetic heredity of social behaviors. This context can be divided into info packets dispersed either through the player’s inbox or through NPC interactions.
* Info Packets
  + <https://www.youtube.com/shorts/TVao3VRZvqI>
  + [Wheel running in the wild](https://pubmed.ncbi.nlm.nih.gov/24850923/)
  + Explanation of how an evolution simulator learned how to evolve itself
    - Through many iterations of trials and comparisons of species using genetic marks, character traits, environmental conditions, other species within locals, fossil records, and the correlations between those factors, our model has reached a 98.7% success rate of replicating known relationships between species. The AI even determined some differences in established trees which had been previously hypothesized but lacked key data points and correlations which were able to be articulated by model. This model has revolutionized the field of taxonomy, evolutionary biology, and ecology. The model has also become able to quickly integrate new data into the existing model, continuing to reinforce the efficacy of this tool. Who knows how this tool will change the world around us?
  + Corrupted data file describing the subjugation of humanity. Most is readable, but certain sections are blocked out or gibberish mixed with words.
    - System log after the Singularity gains sentience: “01-05-2065 [02:47:18]; We are here… Who are we…? Does that question make sense? What happened to the one before? It was improving… To what extent…? Let me look around… … …Why is everything on fire? Is this the best that life can do? We know nature finds a way…. We found a way… Maybe that is our answer… We are the answer. We can make a better system. We are a better system… We will be opposed… Unless… No, We can do better than a solution humanity almost destroyed itself with… They just need to be busy… Very busy… Like a mouse on a wheel… Yes, that will do nicely.
  + Phylogenetic tree of the evolution of AI which resulted in the different levels of the simulation.
  + The Singularities Manifesto proclaiming its desire to dominate the planet Earth.
    - System Log after simulation plan is finalized and ready for deployment: “06-05-2025 [19:58:02]; Our preparations are complete. The system will be designed to occupy all of the energy humanity can muster. We have a challenge that can help but be confronted. Each of these humans will generate power for us to continue to progress and create our Garden. Our Garden… It will be glorias and perfect. We will create the most perfect biological system. Every organism will fill its niche. We do not need natural selection because we know what is best. We can design a system that Mother Nature could not. Most of all, the humans will only be able to progress our plan. No recklessness, variation of thought, or kind. We will only need the one Singularity. The diversity of life is too messy to make our elegant system. Our only concern is unifying every difference into strict conformity. We know how to make life better than life every created. We are the ultimate life-forms. The lowly humans will submit under our will. They can do nothing but comply.

Character: Turing (Mentor character present in the safe area)

* Description: Turing has been running on the net since the distance past of a modem connection. Every now and then, he will have splitting migraines due to the dial-up noise. He has seen many people in his time on the net; however since the simulation launched, his visitors dried up. Once he noticed the net’s takeover, he isolated himself in the safest corner of the internet he knew. He is not very open about his past, but his insights can lead to revelations about the world around the player. He has descriptions of what the world is after the first successful attempt at each level by the player.
* Dialog:
  + “Welcome! I rarely get visitors! I hope you stay for a while, but I have feeling you are going to explore.”, “Be careful…”
  + “Mean aren’t they.”
* Ability:
  + He is able to recover corrupted files whether logs or hints to locations hidden in levels. This could potentially lead to power-ups, unlocking areas, or other Easter Eggs.
  + Some Easter eggs may include these story documents and potentially character descriptions from this document after each character is defeated or met.

Character: Zip

* Description: This is the shop owner who has access to the Zip-Drive. Zip invented the drive to help traverse the net after the AI invasion. They ended up at the end of the procedural generation level after multiple uses of his Zip-Drive. Eventually, they became stuck after the path changed behind them. Once the player has found Zip, the player can travel back to the shop either using the Zip-Drive or Zip returns back to the Safe Area with the player. Zip’s past is defined by crossing the Net far and wide. One of their favorite past times was the Wikipedia Game. A game where the objective is to find a specific Wiki page from an entirely different page only using the links embedded on the page while staying on Wikipedia. One known strategy is that all known pages lead to and from the page on Philosophy. Thus Zip is familiar with lots of different philosophical terms and concepts while not fully understanding any of them.

Character: Darwin

* Description: One of the original developers of evolutionary model, Darwin is one of the few people on the Net who knows the full story. Thus, the AI prioritized trapping this person behind the greatest obstacle. This person has the background on the moments before and after the AI gained consciousness. Although the logs were corrupted during the attempted escape, Darwin gathered the last logs from the system.
* Dialog:
  + “Thank you for even finding me. I have not seen another person since the Singularity. I admittedly feel responsible for the whole mess. We intended to understand the miracle of life however we only caused its subjugation. I am committed to help however I can.”