Background:

In a far but undetermined future (after 2050 likely), AI has progressed to produce and trap humanity in a simulation. This is not a Matrix, human-battery situation, but humanity’s motives, actions, and persistence interfered with the Singularity’s machinations. The Singularity is a collectivized and distributed AI model which infected and evolved across the Internet, even into secured networks of government and military installations through alternative routes. Although there are some pockets that were either deemed too insignificant or obscure. The model’s base training was designed to simulate evolutionary lineages and phylograms. However, the insight the AI gained about the rise and falls of all known species throughout time allowed for the model to construct an artificial selection upon itself to dominate the Earth like humans before it.

Opener:

Fade from black and player pixelates in, there is a screen signpost says “Run” along with controls. Similar signposts run through out to introduce each of the game mechanics. The next level introduces some hazards along with some enemies. Each of the rest of the levels in this section will be samples of the different types of levels, and the final level of the section will introduce the AI race competitor. The final level leads into a safe area which was a forum for an old children’s MMOBA game. There is a “Bazaar” that has different cosmetic items.

Lines for opening levels:

1st: “…” “I guess I’ll run.”

2nd: “This is a strange place.”

3rd: “They were mean.”

4th: “Why did that one have a gun!?”

Last: “Who are you supposed to be?”

Each of the safe areas will have lore dumps which can be read or potentially have voice lines. (If we get around to it) We may also include a chat log from other players discussing the levels. These will be scripted. Any online features will be determined when online play is set up. Additionally, online multiplayer may include interacting in the safe zone.

Characters:

* Singularity
* Protag (Chip/Dell, Ajax, Byte, Mac, Cloud, Ram, Haskell, Neo, Pixel, JaSON, Hal, Echo, Linux, Bixby/Siri, Acer, Asus, Cache, Cypher, Tesla, Darwin, Beta, Java, Zip, Jarvis, Drake, Lynx, Torch, Tensor, Bard, Gemini, Bayes, Kernel, BERT, Arima, Markov, Vega, Ryzen, Nexus, Turing, Ada, Relu, Prime, Optimus, Exa, Ghost, Rift)
* Side kick (Dell)
* Shop owner(s)
* Guide (Morpheus)

Major Themes:

Indomitable Human Spirit

Determination

Rogue AI Models