

Synopsis

Overview:

Chosen is the story of a small group of alien wayfarers returning home from a long journey, only to find their planet irreversibly changed. Shot down by an occupying force and crashing behind enemy lines, the group must search for any hint as to what happened to their planet and their people - all while fighting for their life. A journey through abandoned cities, enemy encampments, mysterious structures, and impossible alien terrain culminates in a horrific reveal: that perhaps all the group has ever known has been a lie.

Chosen follows the perspective of [a yet nameless silent protagonist], who after years of faithfully service to his peoples' religious cause has grown disillusioned with his purpose and actions. Returning home from what amounts to a proselytizing mission out in the cosmos, the protagonist continues his crisis of faith throughout the narrative of *Chosen*. Slowly, the true motives behind the religion he served for many years are revealed.

Tone:

The overall narrative of *Chosen* is serious: it treats its fictional and sci-fi elements as though they are serious, impactful elements of the universe.

Meta-narratively, the tone is a little more unserious. Core elements of the game's style such as the art, the music, and the combat are meant to be deeply nostalgic for the early-2000s era of gaming. As such, there is an element of "campiness" inherent in the game that must be leaned into. While the narrative of the game must take itself seriously, the game should emphasize fun, nostalgia, and a little bit of grunge.

References:



Halo 2



Half-Life 2

Characters:

- **Protagonist:** A member of the alien's "Warrior Caste," sent out into the universe to spread his faith of his species - and cut down those that would not convert. Completely silent, having taken some sort of vow of silence early into his training. Undergoing a deep crisis of faith, due to his brutality over the course of his proselytization. The protagonist also happens to be one of the youngest of his species, which puts extra pressure on him to "find the path" for his people.
- **Old Advisor:** Another member of the "Warrior Caste," though much older than the protagonist. He is not disillusioned in the faith so much as ambivalent to it: he served out of a sense of duty rather than religious belief, and is skeptical of overzealousness, valuing practicality and rationality. He serves as a sort of mentor and relatable figure for the protagonist, having a far less strict view than the religious zealotry he is used to.
- **Pilot:** A young and skillful pilot. She is a believer in the alien religion, but not incredibly zealous or devoted to the cause. A breath of levity in the group, she cracks jokes and is generally unserious. However, she has strong ties back to her family back on her home planet, and her desire to reunite with them is a driving force in the narrative.

- **Priest:** A devout believer in the religion. He has no combat training, and generally serves to reprimand the rest of the group when they behave unfaithfully or “unbecoming.” While at times he appears sympathetic, ultimately religious dogma drives him, and instruction from religious leaders and scripture serve as his immovable moral compass.
- **Human:** A prisoner, captured by the group. A conscientious objector to the military action of his people, he was imprisoned and awaiting execution before being abducted by the alien group. After translating his language, the human slowly becomes a part of this odd found family, growing closer with his captors as they come to realize their similarities outweigh their differences.
- **The Super Priest:** A member of the Warrior Caste, equal in skill to the protagonist, this dogmatic member of the alien clergy is hell bent on protecting the secret underside of their religion, and will spill the blood of any who pose a threat - even members of his own species.

Plot Overview:

- **Mission 1: Homecoming** - After a long journey through space, the group arrives at their home planet, only to find it warped beyond recognition and occupied by a hostile alien force. Shot down by enemy artillery, they crash into a lush natural environment, where they must fight off the nearby invaders and scout for intel.
- **Mission 2: Alienation** - Discovering their position, the group treks to a nearby city, familiar to the Priest character. However, the city is desolate, completely devoid of their people, and under occupation from the invading enemies. The group must fight through once-familiar territory to a vantage point, where they can radio for help.
- **Mission 3: Proselyte** - Receiving a faint distress signal from the Pilot's home city far on the other side of the planet, the group scouts an enemy base, which they infiltrate in order to steal a vehicle from the invaders. Along the way, they abduct one of their enemy's prisoners to extract information from.
- **Mission 4: Tribulations** - The group hits a wall in their journey to the Pilot's home city - literally. A giant wall of unfamiliar architecture stretches as far as the eye can see. The group sends the protagonist to climb it. Along the way up, the protagonist fights entrenched enemy forces. Just before arriving at the top of the wall, a member of the protagonist's own race attacks him. Upon cresting the wall, the other side of the planet can be seen to be incredibly strange, warped and desolate. A giant fissure splits the planet in two.
- **Mission 5: Steadfast** - The invaders ram a giant ship into the wall, briefly bridging the gap. Strange robotic mites emerge from the architecture and begin to repair the hole. Quickly, the protagonist attempts to cross the gap through the decimated ship, but the hole is closed before they make it, resulting in a mad dash back to safety.
- **Mission 6: Transgression** - The invaders, now revealed to be humans, have set up a massive drill, attempting to drill into an enormous but strange root. The drill is mysteriously abandoned when the group arrive, and they set about powering the drill back on. When the root is broken, a hoard of warped enemies spill out, seemingly twisted by the same force that altered the other half of the planet.
- **Mission 7: Aphelion** - Navigating through a dark and twisting system of underground roots, the protagonist pushes through hordes of warped enemies in an attempt to make it to the other side of the planet.
- **Mission 8: Ethereal** - Emerging on the planet's other side, the protagonist navigates through a twisted world, with nature turned on itself. The sky is alight with the twinkling of stars. Slowly, the protagonist fights their way through scenes of twisted nature until they arrive at the Pilot's home city.
- **Mission 9: Luminous** - The protagonist arrives at the Pilot's home city to find it decimated by the strange forces that have warped the world, buildings twisted into unrecognizable shapes and streets empty of all life save for the warped horrors that they have been fighting. In the distance, a light emanates from the earth itself, and the protagonist finds themselves travelling downwards.
- **Mission 10: Celestial** - An inscrutable underground fortress has revealed itself. Traveling deeper and deeper, fighting off humans, the warped, and their own species alike, the protagonist eventually finds a horror beyond their comprehension chained at the heart of their world's corruption.
- **Mission 11: Apostasy** - Abandoning his faith, the protagonist fights for the lives of his friends against an unspeakable abomination.