

AI: Chaser was a game based in part, on the film **AI: Artificial Intelligence**, directed by **Steven Spielberg**. The project was interesting because it was a story that needed to fit within a game but also needed to fit within the context of an already established film script. All content had to be signed off not only by **Microsoft**, the publisher but also by **Amblin entertainment**. The following is a small portion of the story, character breakdown and VO script.

Plot:

Darius Martin has designed an enormous spacecraft that is currently hidden inside an abandoned launch silo located in the Midwestern United States (Frontier Level.) The spacecraft needs seven AI Nodes to operate and pilot the ship. (These Nodes are Mecca prototypes, stolen from Cybertronics Corp.) It is Martin's plan to fill his spaceship with as many Mecca as possible and then to send them to colonize Europa (a moon of Jupiter.) Cybertronics Corp.'s technology to produce intelligent Mecca will be destroyed. It is Martin's hope that man will come to appreciate and accept his creation that they once took for granted.

Character Breakdown:

Here is the list of characters the player will encounter throughout the game. The purpose of this section is to explain each character. Although each character has been given a history, these details may or may not be disclosed to the player.

Stephen Pierce (main character/protagonist):

Male, age 32,

Pierce has worked in construction for most of his life. He has a talent for operating machines such as amphibicopters. His years of experience working as an amphiblift operator makes him ideally suited for resistance missions of these kinds.

- Story Vehicle: Pierce provides a heroic figure that the player can identify with.
- Motivation: help his friend Amy by aiding the resistance.
- Conflict: avoid capture by police and bounty hunters.

Amy (side-kick):

Female, age 27, she's a Mecca however; she's basically a human. There is nothing visual that indicates that she's a robot. In fact in all practical senses she is human. She is Pierce's only friend. She would prefer that Pierce not risk his life to help her. She is able to retrieve information to help Pierce and acts as co-pilot and engineer when Pierce is on a mission.

- Story Vehicle: Amy provides narration, mission briefs, tutorials and game status information. (This will help the player interface with the game.) Amy also acts as the motivation for the main character, Pierce and gives the player a positive perception of Mecha.
- Motivation: help Pierce to succeed in his mission.
- Conflict: concern for Pierce involved in dangerous activity.

Thomas Kline (mechanic):

Male, age 32, however, he looks quite a bit older than Pierce.

Tom and Pierce were friends in High School. They drifted apart after school but were thrust back together when Pierce needed Tom's help. Tom is more intellectual and altruistic than Pierce. He believes strongly in the cause and is extremely dedicated to it.

- Story Vehicle: Tom provides the Pierce with an introduction to the resistance. Tom also provides equipment and weapons for Pierce.
- Motivation: help the resistance to succeed.
- Conflict: avoid capture by police and bounty hunters.

Trevor Kline (traitor):

Male, age 26,

Trevor is the younger brother of Thomas Kline. Trevor was the first amphibicopter pilot the resistance recruited. He was well paid for his work but did not believe in the cause. He found that he could double his income by providing information to the SPCB. Tom does not completely trust his brother.

- Story Vehicle: plot twist.
- Motivation: greed.
- Conflict: avoid being discovered by resistance members.

Darius Martin (resistance leader):

Male, age 60,

Darius Martin was one of the original founders of Cybertronics Corp. He was largely responsible for many of the breakthroughs in A.I. technology. In his early thirties, Darius was persuaded by one of his partners to sell his interest in the company. Darius received billions of dollars.

Soon after he left, he was stunned to see the direction that his creation was taking. When he saw that Mecha were being used as prostitutes and viciously destroyed in front of spectators, he realized that he had made a terrible mistake. He could not buy back what he had sold. After every legal avenue had been exhausted, Darius decided to form the underground resistance.

- Story Vehicle: Darius is the face behind the resistance. Darius provides the funding for resistance missions and has the resources to restore Amy.
- Motivation: make amends for past mistakes.
- Conflict: avoid capture by police and bounty hunters. Stop the destruction of innocent "life."

Justin Powell (detective/antagonist):

Male, age 35,

Justin Powell has been appointed as the head of the Sentient Property Crime Bureau (SPCB.) His job is to uncover the resistance and cease their activities. He has the authority to enlist support from any police force across the country.

- Story Vehicle: Justin provides a face for the Police.
- Motivation: protect the interests of the corporations.
- Conflict: resistance operations have increased. His job and reputation are in danger.

Casey Hardin (bounty hunter / antagonist):

Female, age 28,

Casey is the daughter of a highly decorated, New York policeman that was killed on the job. She gives no quarter to those she regards as "offenders." Her one-sided view of crime and punishment made her unsuitable for police duty. She has taken the occupation of bounty hunter because Mecca have no civil rights. She is able to enforce her own brand of justice with near impunity. Casey is by far Pierce's most dangerous enemy.

- Story Vehicle: Casey provides a face for the Bounty Hunters. She is a constant thorn in the side of the main character.
- Motivation: apprehend law-breakers and punish offenders.
- Conflict: avoid police interference.

Marlow Sneed (flesh fair creator / antagonist):

Male, age 45,

Marlow was horribly abused as a child. His family owned a Mecha servant that he blames for not helping him when he was younger. After the mysterious death of his wealthy parents, Marlow used his inheritance to construct the largest Flesh Fair in the world: a theme park of destruction. (Conveniently located near Rouge City with plenty of free parking.) He only feels strong when he can inflict pain on others.

- Story Vehicle: Marlow provides a face for prejudice against Mecha.
- Motivation: inflict as much pain as possible / revenge.
- Conflict: never able to cause enough pain.

Mindy Matthews:

Male, age 30,

Mindy Matthews is the one-woman news cast for Pierce's favorite news program, the Digital News Network (DNN.)

- Story Vehicle: Mindy provides the user with information to continue the story.
- Motivation: get the story!
- Conflict: none.

Foreman:

Male, age 37,

The Foreman is Pierce's boss where he worked before he joined the resistance. The Foreman is your typical New York blue-collar type.

- Story Vehicle: The Foreman provides a face for the company Pierce was working for.
- Motivation: collect a paycheck.
- Conflict: don't get fired.

The Mayor:

Male, age 50,

The Mayor was one of the first Mecha created by Cybertronics Corp. (His voice is that of a stereotypical New York Jew in his 60's to mid 70's.)

- Story Vehicle: The Mayor is the focus of one of the game missions.
- Motivation: make friends and share life's experiences.
- Conflict: everyone is in such a hurry!

Cinematic Breakdown

Cinematic 02: Intro to the storyline of the game:

Introduce Trevor Kline and Rouge City. Cinematic sequence should be 30 sec.

Cinematic 02: Scene 01:

FADE IN:

A Mecha raises the American flag in front of Cybertronics Corporation to the tune of patriotic music.

TV commercial VO

... towards a new American Mecha. We're Cybertronics Corporation. Building a better tomorrow today.

CUT TO:

DNN news anchor Mindy Mathews behind a desk. A picture-in-picture chart over her shoulder shows a definite trend line up.

MINDY

Welcome to DNN Mid-day, I'm Mindy Mathews. Jobless claims rose again this week as unemployment reached its highest percentage in US history. Union leaders blame aggressive price cuts by robotics giant Cybertronics as accelerating this trend to replace workers and outdated Mecha.

Pull back to show Pierce TAKES A SIP FROM HIS CUP OF COFFEE.. in the cockpit of his amphibilifter, watching Mindy on a T.V. display. The cockpit is illuminated by the light coming from the T.V. Pierce reaches up and grabs a photograph of himself with Amy and people who are obviously coworkers.

PIERCE

Hear that gang? We're outdated! Woo hoo!

MINDY

Leaders warn that anti-Mecha sentiment is growing. Along with a recent wave of riots, businesses across North America have been reporting increasing numbers of missing or stolen Mecha...

Screen flashes and AMY appears on screen.

AMY

Pierce, we've got a bunch of new crates to move. You done stuffing yourself?

PIERCE WITH A SARCASTIC LOOK.

AMY

Don't strain anything.

Pierce hits a few switches and the 'copter comes to life.

CUT TO:

We see Pierce's amphibilifter underwater, sitting at the bottom of the East River. (The audience should get a good idea of the scale of the world and the Amphibicopters in them.) The camera widens to show the 'lift moving through the water. The 'lift breaks the surface of the water and we get a panoramic view of Manhattan.

CUT TO:

Inside Amy's 'lifter. She's flying while keeping an eye on Pierce's face on the monitor. His 'lifter is out in front of her.

AMY

Pierce, those rumors about replacing the Mecha – do you think it could happen here?

PIERCE

Naaah. Besides, Amy you are irreplaceable—no one else can fly so sweet.

He guns it and his lifter pulls rapidly away.

AMY

Slow it down partner, you'll fry that lift.

PIERCE

Race you to the weekend!

AMY

Mecha don't get weekends. Besides, what would I do? Sleep?

PIERCE

More time to spend dreaming of me.

Amy watches as he flies off towards Lower Manhattan. She puts her hand up to her own photo of the gang, which shows a magic marker heart encircling Pierce's face.

CUT TO:

Cinematic 02: Scene 02:

Pierce walks past several shiny new Mecha checking out the tools. He opens a glass door, which reads "Foreman". Pierce walks into the office. The Foreman is at his desk, reading a paper and drinking coffee.

FOREMAN

Hey, Pierce, how was the weekend?

PIERCE

Lonely. So what's with all the new mecha?

FOREMAN

Lots. They need training on the lifts. If you can take the six out front, I'll have Lewis handle the rest.

PIERCE

Lewis? Amy's got it all over Lewis. She'll have those Mechs up to speed in no time.

FOREMAN

Pierce. Amy's gone. All the old mecha are gone.

PIERCE

What do you mean gone?

FOREMAN

We sold them to the Flesh Fair. Says here they were a big hit.

Pierce grabs the foreman by the collar and drags him across the desk, spilling his coffee. Close in on both men.

PIERCE

How could you send her to that horror show!?

FOREMAN

EASY ...Pierce they're only Mechas, they're just tubes and tin

PIERCE

Not Amy, she's different

FOREMAN

She's gone Pierce...Deal with it.

PIERCE

I plan to.