1 - Overall Vision

Salvation takes place in a future where human civilization has fallen. The player, controlling a robot, awakens within a mysterious lab with the objective of saving humanity. To accomplish this, the player will have to explore mankind's last haven, Imperalis, and fight other robots along the way. Throughout their journey, the player will collect items that will make the trip easier and discover secrets that may change their goal.

2 - Target Audience

Ages 13-18. Accessible to casual gamers. Includes a more challenging experience for hardcore players.

3 - Platform
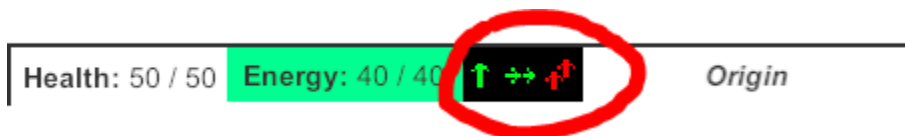
PC (Keyboard & Mouse), 452x470 windowed-screen

4 - Genre

Action-adventure platformer (Terraria-like combat, Metroidvania)

5 - Core Gameplay

**5.1 - Core Mechanics:**

5.1.1 - Player Movement:

- Move left or right.
- Jump up while on the ground. Can be stopped short for small hops.
- Dash left or right. The player is unaffected by gravity during the dash. There is a 1.5 second cooldown between dashes. Unlocked after crafting the **Booster Rocket**.
- Cling to walls. Unlocked after crafting the **Climbing Claws**.
- Jump off walls. Player cannot jump while clinging to a wall. Unlocked after crafting the **Climbing Claws**.

- Jumping once more while in mid-air. Unlocked after crafting the **Booster Rocket MK2**.
- **The player can check whether they can jump, dash, or double-jump by looking at the top panel.** ↑ for Jump. →→ for Dash. ↑↑ for Double-jump.

5.1.2 - Player Interaction: When the player is in range of an interactable object or NPC, a prompt will appear above the object. Interacting with an object picks up the item(s), flips the switch, or some other effect. Interacting with an NPC brings up a line of dialogue.
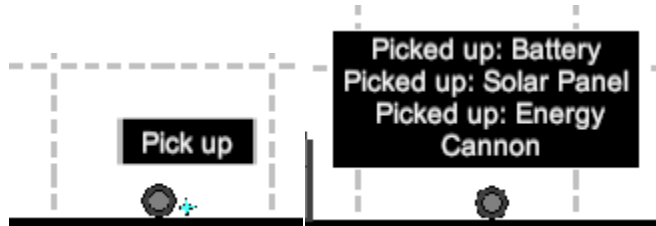
5.1.3 - Gathering Energy: The player gathers energy by being in sunlight after obtaining the **Solar Panel** or being atop a heat vent after obtaining the **Geothermal Extractor**.

5.1.4 - Health-to-Energy Conversion: After obtaining the **Heartless Generator**, the player will be able to convert **1 health into 3 energy** or **5 energy into 1 health**. The product of the conversion is highlighted in green. The player can switch the conversion product.
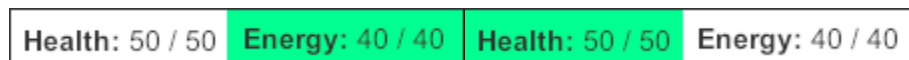
5.1.5 - Shooting: The player's cursor is replaced by a red reticle. When fired, the bullet will travel in the direction of the reticle and will stop when colliding with the terrain or an enemy. Energy is used after each shot.


5.1.6 - Immunity Frames: After taking damage, the player will be immune for 1 second. During this time, the player will be visibly flashing.

5.1.7 - Self-Destruction: If the player is stuck in terrain or fell out of the map, they can initiate this protocol, reducing their health to 0.

5.1.8 - Saving and Loading: The game saves the player's progress whenever they interact with a repair station or return to the main menu through the in-game menu. Closing the game and reopening it, the player can click continue from the main menu to return to where they left off.

Clicking "new game" or reaching one of the endings resets the player's in-game progress. Achievements never reset.
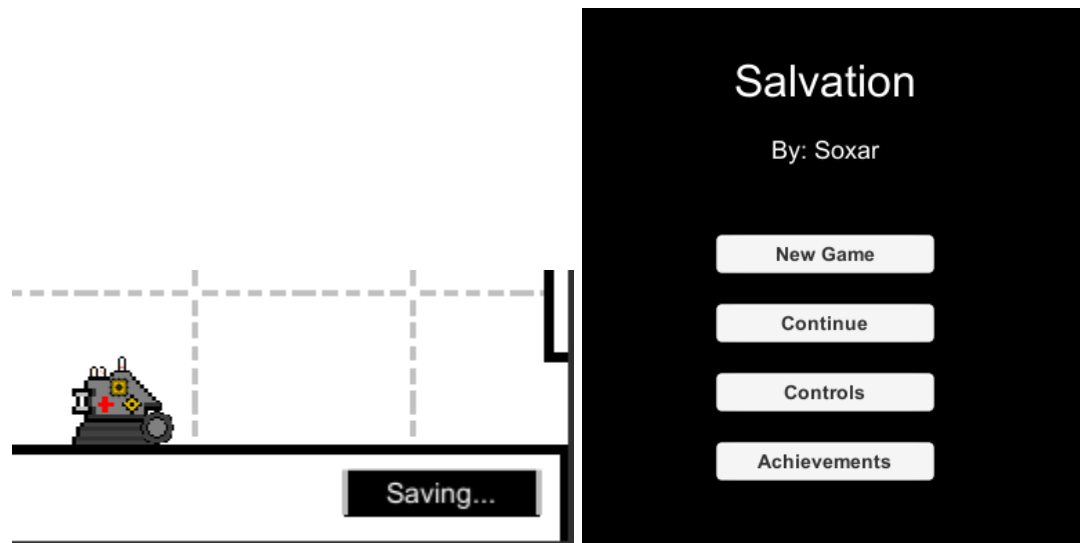

5.2 - Goals: The player's goal is to save humanity. This can be accomplished in three ways which leads to a unique ending. Each ending unlocks an achievement which can be viewed in the main menu.

5.2.1 - Save Humanity: The player joins the Emperor in their mission to save humanity. The player is sent into the Dreg Heap to capture the remaining humans. With this, every human on the planet is on the Ark or can be easily moved there. Project Exodus can proceed to the stage where the Ark blasts off. Unlocks the **Save Humanity** achievement.


5.2.2 - Free Humanity: After defeating the Emperor, the player can connect to the Master Control Panel and shut down the Ark, causing all Machina including the player to cease operation. Within the Frozen Sanctuary, the humans begin to awaken. Unlocks the **Return to the Past** achievement.
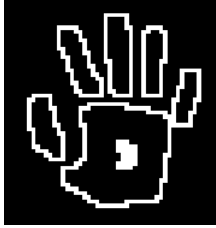
5.2.3 - End Humanity: After the defeating the Emperor, the player can connect to the Master Control Panel and blow up the Ark, killing the remaining humans. Requires **100% Data** for the option to appear when connected. Unlocks the **End the Cycle** achievement.

5.2.4 -100% Completion: Getting all three endings unlocks the **Alpha and Omega** trophy.
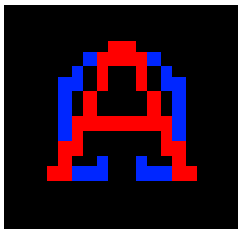
5.3 - Challenges: To reach these endings, the player must overcome two types of obstacles: platforming and enemies. Enemies can deal damage to the player, either on contact or through projectiles. When the player's health reaches 0, they will respawn at the last repair station interacted with.

5.4 - Components:

5.4.1 - Stats:

- **Health:** How much damage the player can take before dying.
- **Energy:** Used to fire bullets.

- **Intrusion-Proof:** Resistance to sludge found in the Dreg Heap. Starts at 50%. Increases to 100% after crafting the **Booster Rocket MK2**.
- **Data:** The amount of information harvested from the lost Egos.

5.4.2 - Permanent Upgrades: The letters represent which endings an item can be obtained before getting to.

- **Energy:**
    - **Battery [S][F][E]:** Determines the player's max energy capacity. Obtained at the start of the game.

        - **Extra Battery [F][E]:** Increases the player's max energy capacity. There are three in total. Obtained after completing **Sunset Garden** and from **Twilight Town** or **Midnight Bay**.

    - **Solar Panel [S][F][E]:** Generates energy while the player is under sunlight. Obtained at the start of the game.

    - **Geothermal Extractor [F][E]:** Generates energy while the player is above a heat vent. Obtained from **Sunset Garden.**

    - **Heartless Generator [F][E]:** Converts health into energy or vice versa. Obtained from **Dreg Heap**.

- **Mobility:**
    - **Booster Rocket [F][E]:** Allows the player to perform a horizontal dash. Crafted from the first **Hyper Scrap**.

    - **Climbing Claws [F][E]:** Allows the player to cling to and jump off walls. Crafted from the second **Hyper Scrap**.

    - **Booster Rocket MK2 [F][E]:** Allows the player to double-jump. Crafted from the third **Hyper Scrap**.

- **Miscellaneous:**
  - **Energy Cannon [S][F][E]:** Used to shoot. Obtained at the start of the game.

  - **Navigational Module [F][E]:** Unlocks the map tab in the menu. Obtained from **Dreg Heap**.

  - **Access Key [F][E]:** Allows the player to use the Vacuum Pod, granting access to the Midnight Bay. Obtained from **Twilight Town**.

  - **Self-Destruct Button:** Allows the player to self-destruct. Starting item.

  - **Special Plating [F][E]:** Increases the player's max health. There are two in total. Obtained from **Sunset Garden** and **Grey Palace** after the returning to the **IT**.

  - **Hyper Scrap [F][E]:** Used within the **Sunset Garden** to construct mobility upgrades. Obtained after defeating a boss besides the Emperor.

5.4.3 - Reactors: Changes the player's offensive capabilities. Only one can equipped at a time. The player can only swap reactors at repair stations. The letters represent which endings an item can be obtained before getting to.

- **Basic Reactor [S][F][E]:** 1 (+1 per boss defeated) damage. 1 energy/shot. Starting item.

- **Gentle Reactor [S]:** 0 damage. 1 energy/shot. Used to capture the Errat alive. Cannot be removed once equipped. Obtained from **Grey Palace**.

- **Lost Reactor [F][E]:** 0 (+1 per 10% Data) damage. 2 energy/shot. Obtained from **Dreg Heap**.

- **Unstable Reactor [S][F][E]:** 10 damage. 1 energy/shot. Bypasses all defense. Any damage taken will result in death (**Heartless Generator's** health-energy conversion does not count). Obtained at the start of the game**.**

5.4.4 - Passive Interactable Objects: Background objects that the player can passively interact with.

- **Sunlight:** Standing in it builds up **Energy.**

- **Heat Vent:** Standing above one after obtaining the **Geothermal Extractor** builds up **Energy**.

- **Opening:** Takes the player to another area when passed through. Usually located at the edges of the screen.
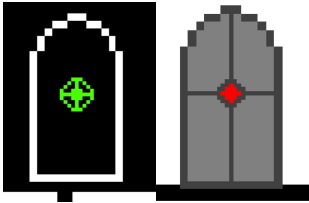

5.4.5 - Active Interactable Objects: Background objects that the player can actively interact with.
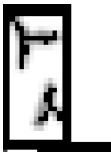
- **Repair Station:** Fully restores health and energy. Sets new spawn point. Allows player to swap their reactors. Respawns all enemies on use.
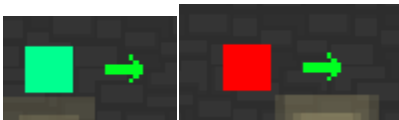
- **Door:** Takes player to another area when interacted with. Can be locked at first or become locked.

- **Destructible Block:** Shoot to destroy. Reveals useful or secret things.
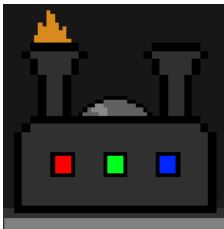
- **Ignition Block:** Shoot to start the Vacuum Pod moving. Unresponsive while the Pod is in motion.

- **Switch:** Interact to toggle a section of terrain off or some other effect.
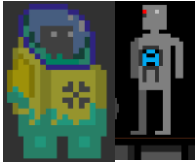
- **Constructor:** Interact while having a **Hyper Scrap** in possession to craft a mobility upgrade item.

- **Lost Ego:** Interact to harvest their memory storage, gaining 10% Data and unlocking an Ego report.

- **Errat / Azimuth:** Interact to talk to them.

- **Sign:** Interact to read.

- **Items:** Interact to obtain a permanent upgrade. Shiny.
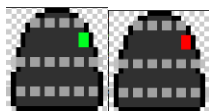

5.4.6 - Obstacles:

5.4.6.1 - Enemies:

5.4.6.1.1 - Patrol Machina:

- **Behavior:** Travels back and forth between two fixed points. Deals contact damage.
- **Stats:** 4 hp, 1 dmg / 8 hp, 2 dmg / 16 hp, 3 dmg
- **Location(s):** Institute of Technology, Sunset Garden, Twilight Town, Midnight Bay, Grey Palace, Frozen Sanctuary

5.4.6.1.2 - Pursuit Machina:

- **Behavior:** Travels back and forth between two fixed points. If player comes into view, it will chase the player. It will stop at walls and de-aggro if stopped for too long. Deals contact damage.
- **Stats:** 3 hp, 2 dmg / 12 hp, 5 dmg
- **Location(s):** Sunset Garden, Grey Palace

5.4.6.1.3 - Aerial Machina:

- **Behavior:** Can be either stationary or moving in a fixed pattern in the air. Will shoot at the player, dealing half damage. Deals contact damage.
- **Stats:** 6 hp, 2 dmg / 12 hp, 4 dmg
- **Location(s):** Twilight Town, Grey Palace

5.4.6.1.4 - Aquatic Machina:
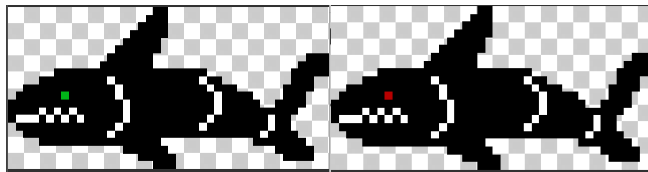
- **Behavior:** Travels between two fixed points. If player is in range, it will aggro. Depending on the player's vertical position relative to it, it will either swim up or down and begin shooting waves of 3 bullets (30 degrees from each other) at the player. If the player is directly above or below its body, it will de-aggro. While not aggroed, it is invulnerable. Deals contact damage.
- **Stats:** 10 hp, 2 dmg / 20 hp, 4 dmg
- **Location(s):** Midnight Bay, Grey Palace

5.4.6.1.5 - Turret Machina:
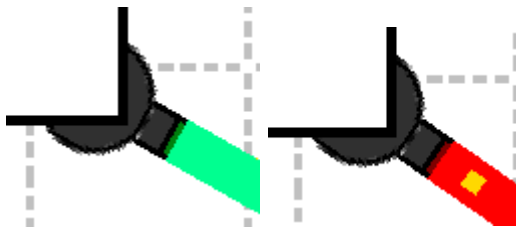
- **Behavior:** Fires in a fixed direction or follows the player while they are in sight. While passive, scans back and forth a specific area. Deals no contact damage.
- **Stats:** 20 hp, 3 dmg / 30 hp, 5 dmg
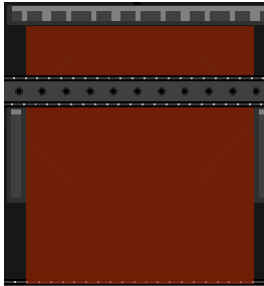- **Location(s):** Institute of Technology, Grey Palace

5.4.6.2 - Hazards:

5.4.6.2.1 - Toxic Sludge:

- **Behavior:** Slows the player down and reduces jump height and dash length. Deals contact damage.
- **Stats:** 3 dmg
- **Location(s):** Dreg Heap
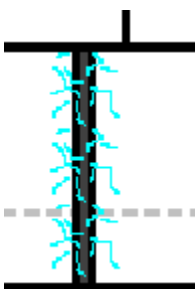
5.4.6.2.2 - Super-heated Area:

- **Behavior:** Deals contact damage.
- **Stats:** 5 dmg
- **Location(s):** Sunset Garden, Grey Palace

5.4.6.2.3 - Crusher:

- **Behavior:** Travels back and forth between two fixed points. Deals contact damage on the sides perpendicular to its movement.
- **Stats:** 2 dmg
- **Location(s):** Sunset Garden, Grey Palace

5.4.6.2.4 - Electrical Line:

- **Behavior:** Switches on/off after a fixed amount of time. While on, it deals contact damage and drains energy.
- **Stats:** 5 dmg, 5 drain
- **Location(s):** Institute of Technology, Grey Palace
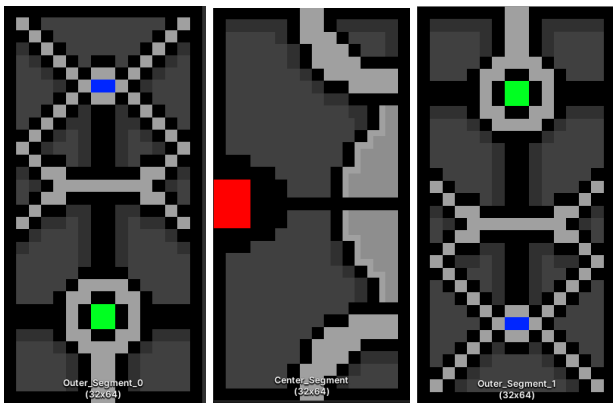
5.4.6.2.5 - Cutter:
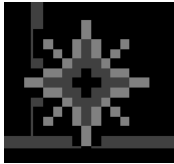
- **Behavior:** Either stationary or moving along a fixed path. Deals contact damage.
- **Stats:** 10 dmg
- **Location(s):** Grey Palace

5.4.6.3 - Bosses: For the AI flowcharts, start on the green tiles.

5.4.6.3.1 - Overseer Machina:

- **Behavior:** Consists of three segments: top and bottom are treated as walls while the center segment is capable of dealing and receiving damage. Only two segments are on the screen at a time. The fight will open with a random attack, besides Scorched Earth.
  - ○ **Mobility:**
    - ▪ **Gear Shift:** Shifts the boss up or down every 10 seconds so that the center segment is at the top or bottom of the screen.
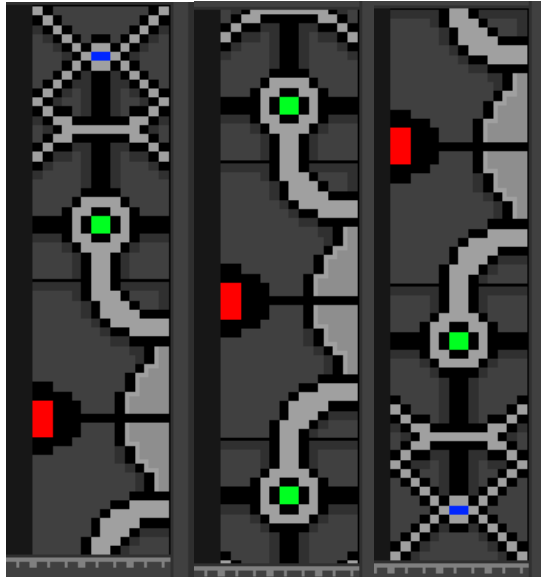
- o **Attacks:**
  - ▪ **Ramping Fire:** Fires 10 consecutive bullets, dealing 1 dmg each. Fire rate increases after each bullet fired.
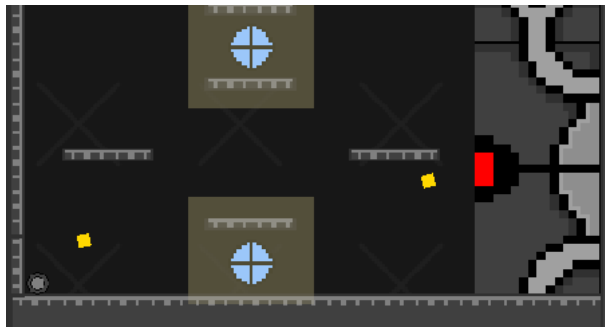
  - ▪ **Exploding Shot:** Fires a large bullet towards the player, dealing 4 dmg. When it hits the player or the outer box, it will split into 8 bullets traveling away from the epicenter in a circular pattern, dealing 1 dmg each.
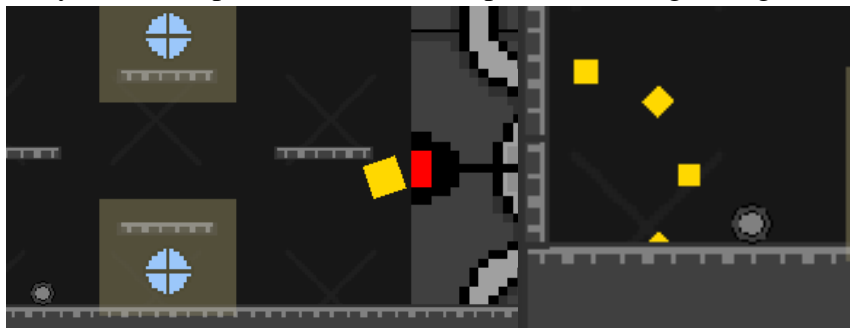
  - ▪ **Scorched Earth:** After a 2-second warning, a super-heated area emerges from the ground. 8 seconds later, it goes back under the ground.
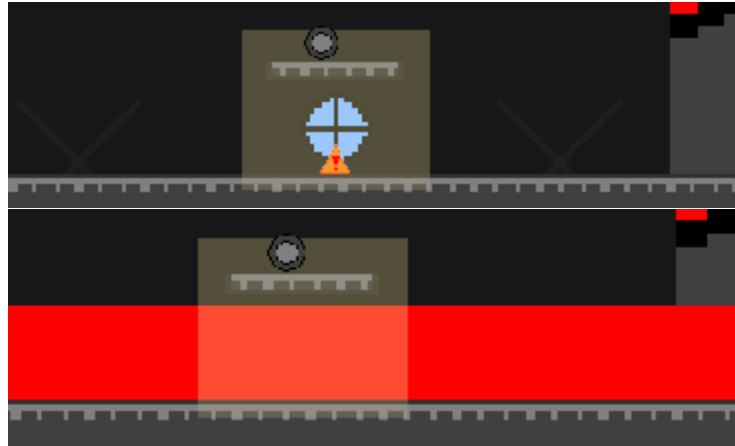
- o **Special:**
  - ▪ **Charge Beam:** Charges for 5 seconds then unleashes a beam that is the segment's height and the screen length in size, dealing 8 dmg. After its first usage, Phase 2 will begin.

- **Stats:** 50 hp, 2 dmg
- **Location(s):** Sunset Garden

Flowchart:

- Not Ramping or Beam? → Yes → Gear Shift → Rest
- Not Ramping or Beam? → Yes (up loop)
- Gear Shift → Reset Timer → Phase 1?
- Timer > 10s? → Yes → Phase 1?
- Timer > 10s? → No → (to Phase 1?)
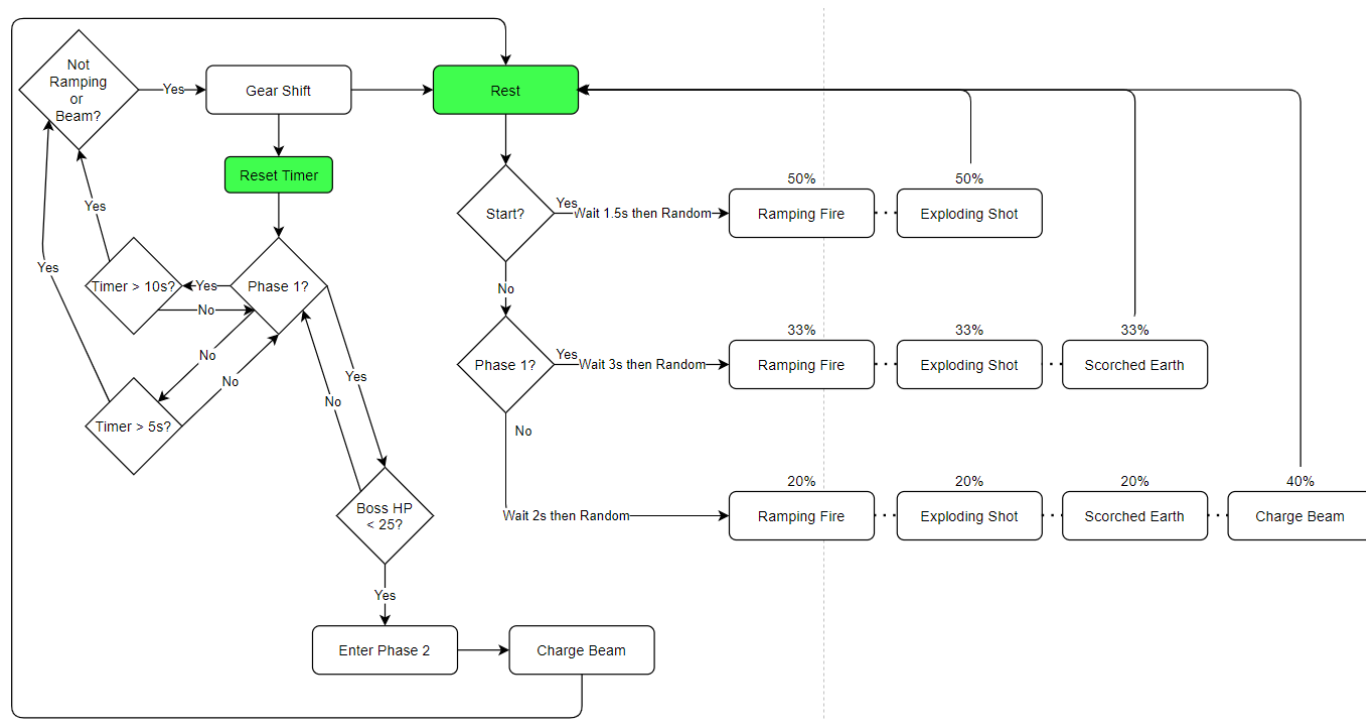- Timer > 10s? ← Yes
- Phase 1? → No → Timer > 5s?
- Phase 1? → Yes → Boss HP < 25?
- Timer > 5s? → No (to Phase 1?)
- Boss HP < 25? → No (loop up)
- Boss HP < 25? → Yes → Enter Phase 2 → Charge Beam
- Rest → Start? → Yes → Wait 1.5s then Random → Ramping Fire (50%) · Exploding Shot (50%)
- Start? → No → Phase 1? → Yes → Wait 3s then Random → Ramping Fire (33%) · Exploding Shot (33%) · Scorched Earth (33%)
- Phase 1? → No → Wait 2s then Random → Ramping Fire (20%) · Exploding Shot (20%) · Scorched Earth (20%) · Charge Beam (40%)

5.4.6.3.2 - Containment Machina:

- **Behavior:** Will chase after the player and is capable of moving freely through the air. Moves faster when the player is too far away. Deals contact damage.
  - o **Mobility:**
    - ▪ **Blink:** Teleports some distance in front of where the player is moving. If the player isn't move, it teleports above the player. If the player is dashing, it doesn't teleport.
  - o **Attacks:**
    - ▪ **Crash:** Stops for 1 second (left eye flashing) then moves quickly towards the player in a straight line. Stops after hitting the player or the outer box. Contact damage is doubled during this attack.

- **Explosion:** Releases three waves of bullets, spread out in a circular pattern and traveling away from its center. There is 0.5 seconds between each wave and each bullet deals 2 damage.
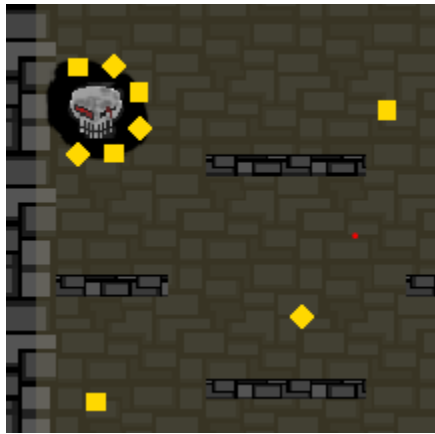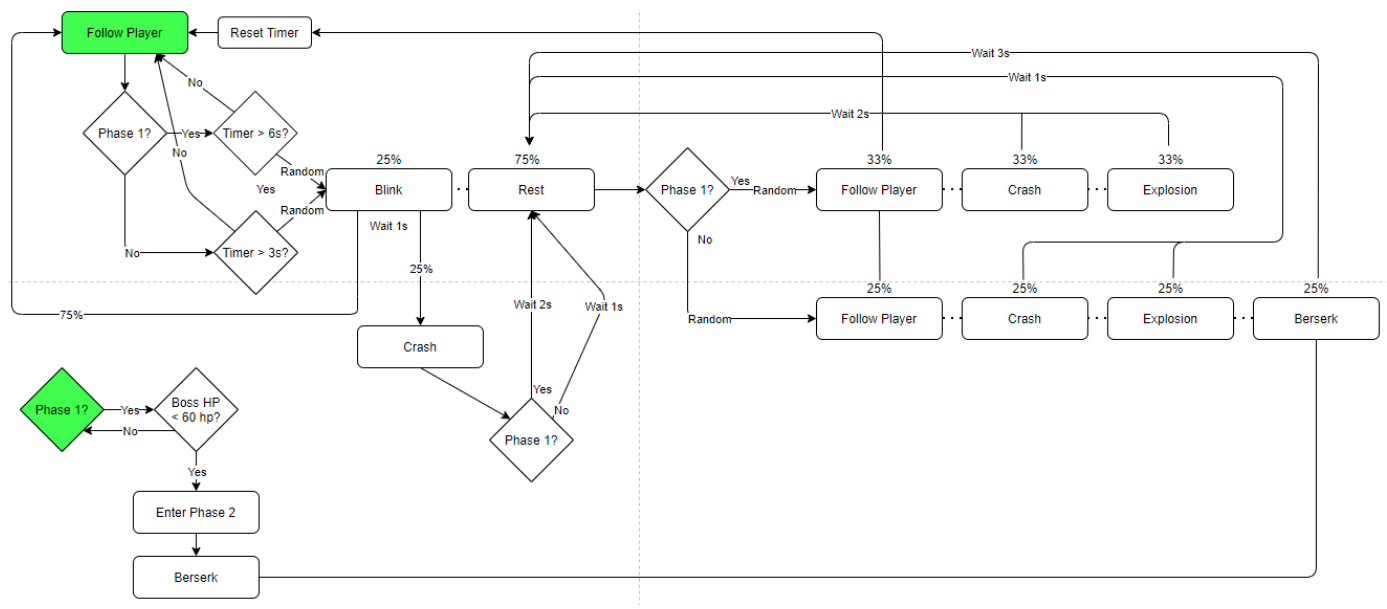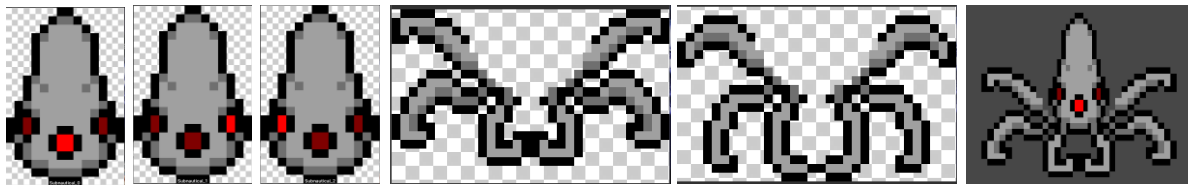

- **Special:**
  - **Berserk:** Stops for 1 second (right eye flashing) then begins. Perform a pseudo-Crash, but stopping only after hitting the outer box to perform a 1-wave Explosion. Rest for 1 second. Repeat the Crash-Explosion combo two more times. Will only be used when under 60 hp (phase 2 threshold).

- **Stats:** 180 hp, 5 dmg
- **Location(s):** Twilight Town

Follow Player — Reset Timer
Phase 1? — Yes — Timer > 6s? — No
No
Timer > 3s?
75%
Random / Random
Blink 25% — Wait 1s — 25% — Crash
Rest 75%
Wait 2s / Wait 1s
Phase 1? — Yes — No
Phase 1?
Wait 3s / Wait 1s / Wait 2s
Phase 1? — Yes — Random — Follow Player 33% — Crash 33% — Explosion 33%
Random — Follow Player 25% — Crash 25% — Explosion 25% — Berserk 25%
Phase 1? — Yes — Boss HP < 60 hp? — No
Yes — Enter Phase 2 — Berserk

5.4.6.3.3 - Subnautical Machina:

- **Behavior:** While underwater, it travels between two fixed points and takes half damage. While above water, it stays still. Deals contact damage.
 - **Mobility:**
    - **Dive/Surface/Leap:** Dive after 8 seconds above water or surface after 12 seconds underwater. In phase 2, instead of slowly surfacing, it can jump out of the water and land on the surface.


  - **Attacks:**
    - **Surface:**
      - **Scatter Shot:** Fires 4 waves of 3 bullets (5 in phase 2) 30 degrees from each other (20 degrees in phase 2) towards the player with 0.5 second delay between each shot, dealing 2 dmg each. Rest for 4 second after.
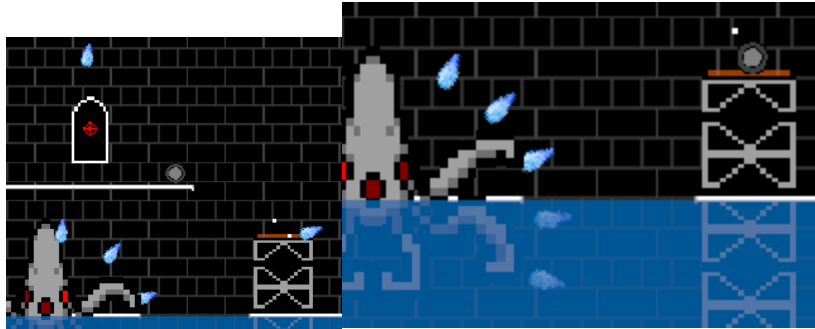
- **Underwater:**
  - **Crystal Barrage:** Fires 4 bullets (7 in phase 2) at the player, with 0.5 second delay between each shot (1.5 seconds delay between the 4th and 5th shots and 0.3 second delay during the second wave). Bullets 1-3 and 5-6 (3 dmg) split into 4 smaller bullets (circular spread) upon collision with the player or the outer box, dealing 1 dmg each. Bullets 4 and 7 are larger and will bounce off the outer box, dealing 5 dmg and splitting in to 8 smaller bullets (circular spread) after 5 bounces, dealing 2 dmg each. Rest for 4 second after.
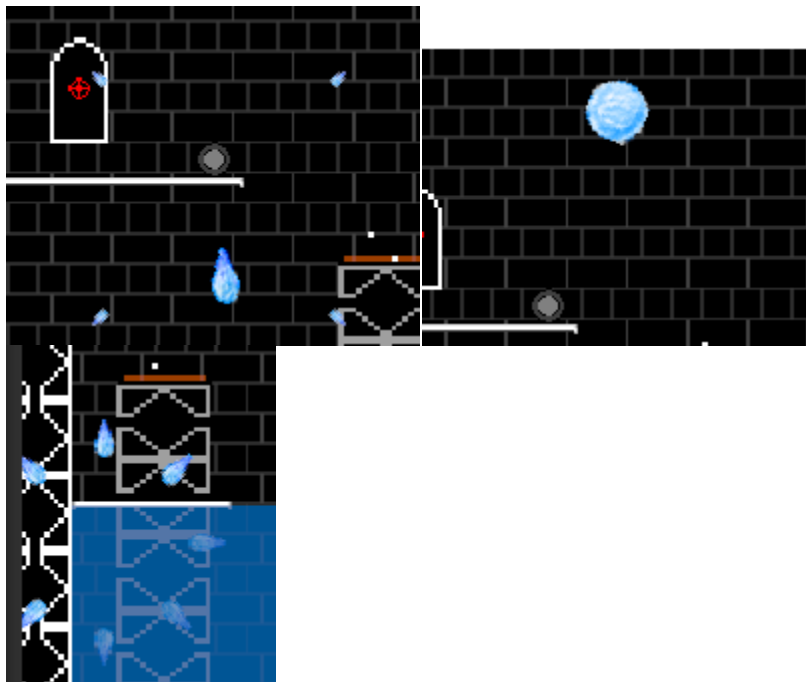

  - **Torpedo:** Fires 3 homing bullets (5 in phase 2) at the player with 0.5 second delay between each shot, dealing 2 dmg each. The bullets can be destroyed by the player's bullets. Rest for 4 seconds after.
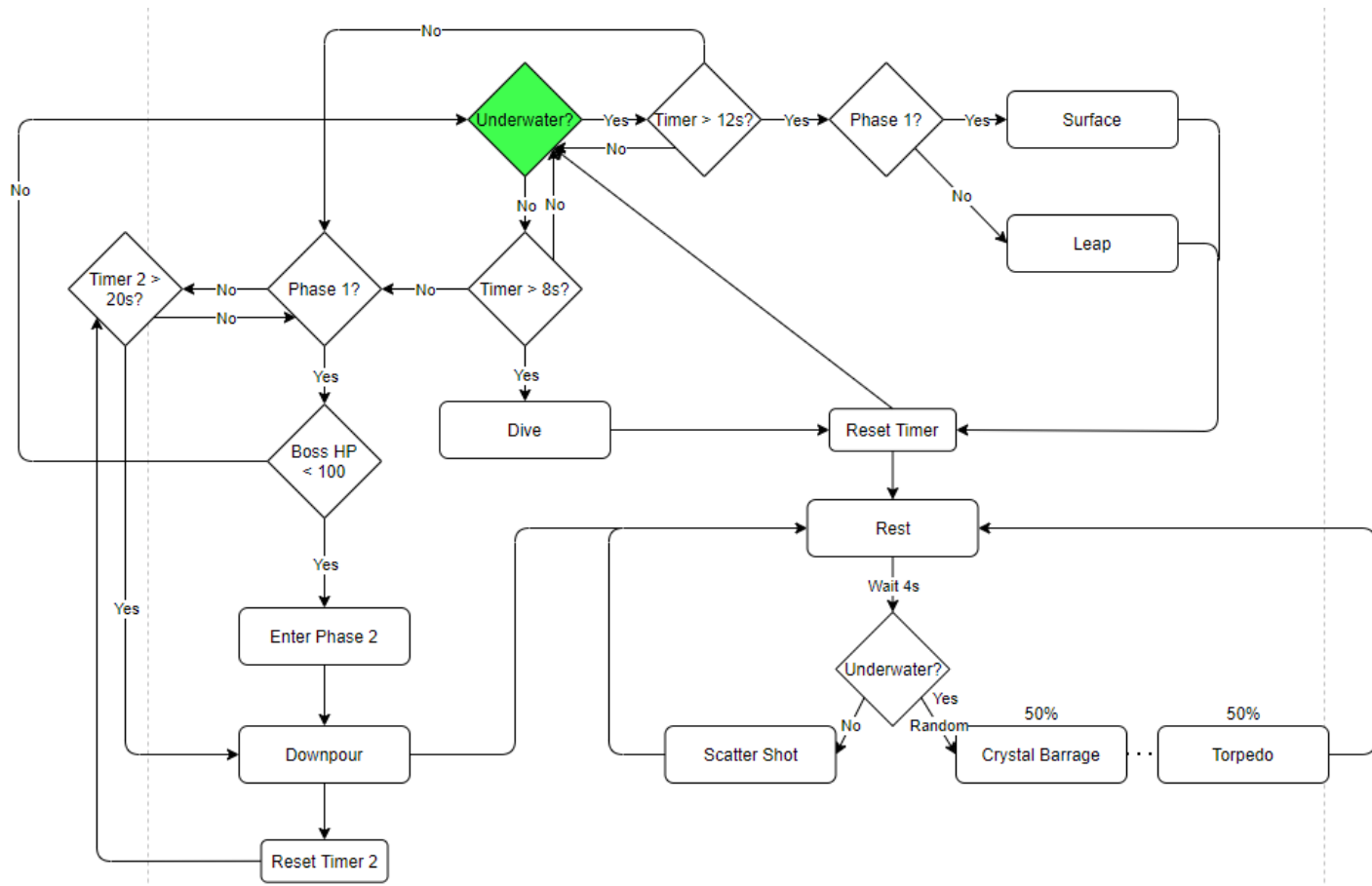
- o **Special:**
  - ▪ **Downpour:** Projectiles fall from the sky for 10 seconds, dealing 4 dmg each. Will only be used when under 100 hp (phase 2 threshold). Every 20 seconds during phase 2, there is a 2/3 chance for this to be used. When under 50 hp, the projectiles will twice as fast.
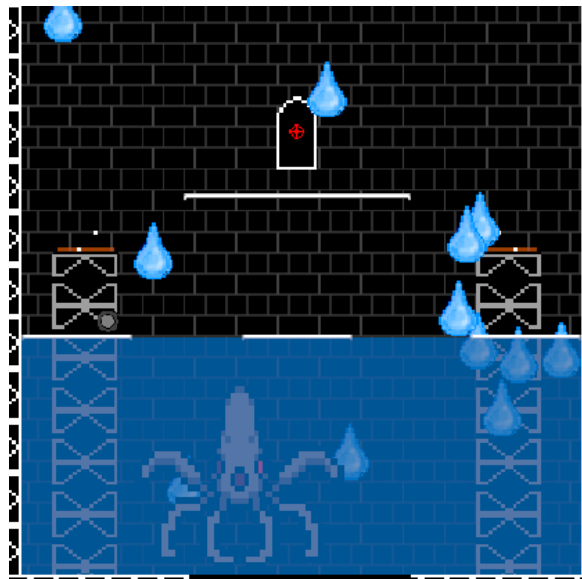
- **Stats:** 200 hp, 4 dmg
- **Location(s):** Midnight Bay

5.4.6.3.4 - The Emperor:
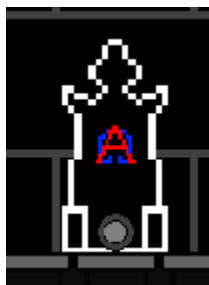
- **Behavior:** Does not move. Deals contact damage. A shield will begin orbiting the boss for each 100 health threshold.
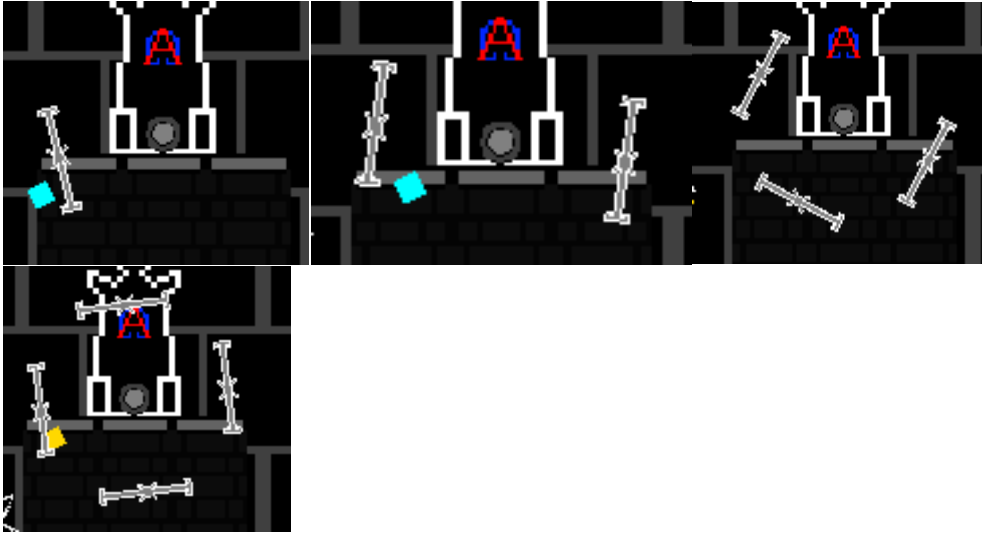
- o **Mobility:** None.
- o **Attacks:**
  - ▪ **Cannon Fire:** Fires 5 bullets.
    - • **Basic:** Bullets deal 6 dmg. Base fire rate.
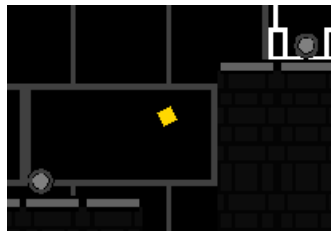
    - • **Draining:** Bullets deal 1 dmg and drain 5 energy. 1.5x base fire rate.

    - • **Lingering:** Bullets deal 2 dmg and create a small area, dealing 4 dmg, on collision. The area slowly shrinks. 0.75x base fire rate.

- **Overheat:** Causes a column of fire to rise from the heat vents, reaching to the top of the room and dealing 10 dmg. Remains for at least 5 seconds after reaching the top, staying longer if the player is still on a vent. Used if the player stays on a heat vent for over 5 seconds (3 seconds when under 200 hp).
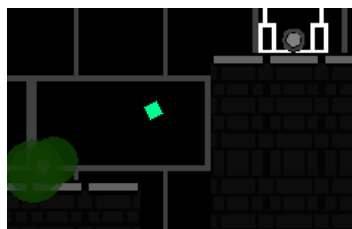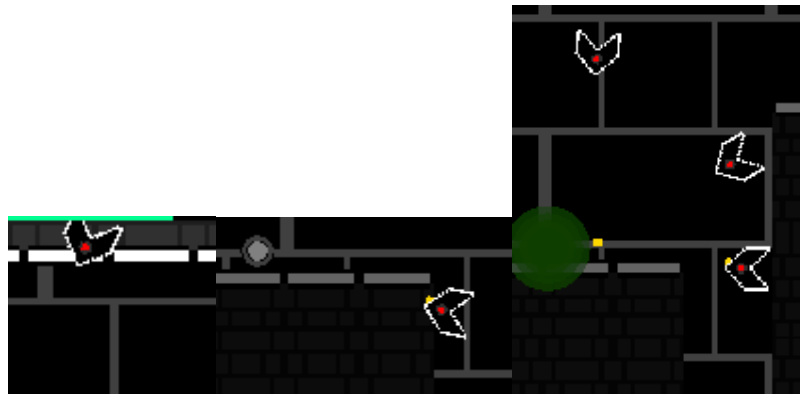

- **Summon:** Reaching each 50 health threshold will add a sentry counter. If there are less than 3 sentries active, a token will be used to spawn a sentry. Sentries come down from the top-center of the screen.

  - **Sentry:** Quickly moves towards the player and begins circling them when within a certain range. Every 3 seconds, the sentry will shoot 3 bullets, dealing 3 dmg, with a 0.3 second delay between each. Sentries have 20 hp and deal no contact damage.
- **Gale:** Projectiles sweep the screen from the left and right for 15 seconds, dealing 8 dmg. Only used if the boss is under 400 hp.
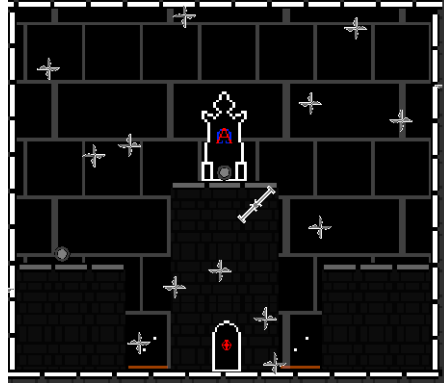
- o **Special:**
  - ▪ **Judgment:** Channels for 7 seconds. Reduces the player's health to 1 and energy to 0 if they are not within the safe area after finished channeling. Disappears after 2 seconds. Only used if the boss is under 200 hp.

- **Stats:** 500 hp, 10 dmg
- **Location(s):** Grey Palace

Rest

Boss HP < 200? —Yes— Wait 1.5s then Random →

| 70% | 10% | 20% |
| Reactor Shot | Gale | Judgement |

No ↓

Boss HP < 400? —Yes— Wait 1.5s then Random →

| 75% | 25% |
| Reactor Shot | Gale |

No ↓

Wait 1.5s → **Reactor Shot**

Random ↓

Basic — 33%

Draining — 33%

Lingering — 33%

Rest

Reset Timer

Timer > 5s? —Yes→ Reset Timer

—No→ Timer counts up

Player is on a heat vent? —Yes

—No→ Overheat active?

Yes / No

Player is on a heat vent? —Yes→ Timer counts up

—No→ Boss HP < 200?

—Yes→ Timer > 3s? —Yes→ Reset Timer

—No→ Timer > 5s? —Yes→ Reset Timer → Overheat

Timer counts down —Yes— Timer > 0s?

—No

5.4.6.4 - Other:

5.4.6.4.1 - Errat:

- **Behavior:** Does not move or deal damage. Can be talked to but capturing it requires having the **Gentle Reactor** equipped.
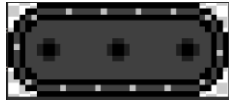- **Location(s):** Dreg Heap
- **Sprite:**

5.4.6.4.2 - Conveyor Belt:

- **Behavior:** Moves the player in a certain direction.
- **Location(s):** Sunset Garden, Grey Palace
- **Sprite:**

5.4.6.4.3 - Water:

- **Behavior:** Slows the player down and reduces jump height and dash length.
- **Location(s):** Midnight Bay, Grey Palace
- **Sprite:**

**5.5 - Controls:**

- Press / hold [a]: **Move left**
- Press / hold [d]: **Move right**
- Press [a] twice in quick succession: **Dash left**
- Press [d] twice in quick succession: **Dash right**
- Press [w]: **Interact**
- Press [s]: **Convert health to energy** or **energy to health**
- Press [f]: **Switch conversion product**
- Press [tab]: **Open or close menu**
- Press / hold [space]: **Jump**

- Left mouse click: **Shoot**
- Right mouse hold for 3 seconds: **Self-destruct**

5.6 - User Experience:

5.6.1 - Starting: The player begins in the main menu. Here they can start a new playthrough, look at the controls, or view their achievements (or lack of). Upon starting a new playthrough, the player will begin in **Origin** with the **Basic Reactor** and the **Self-Destruct Button**. They will be prompted to open the menu. The message disappears after opening the menu or leaving the room. To the left is a wall that can be destroyed by shooting at it, revealing a room containing the **Unstable Reactor**. To the right is a locked door which can only be accessed near the end of the game. Further to the right are the **Battery, Solar Panel**, and **Energy Cannon**. Picking up these items opens a way forward further right.
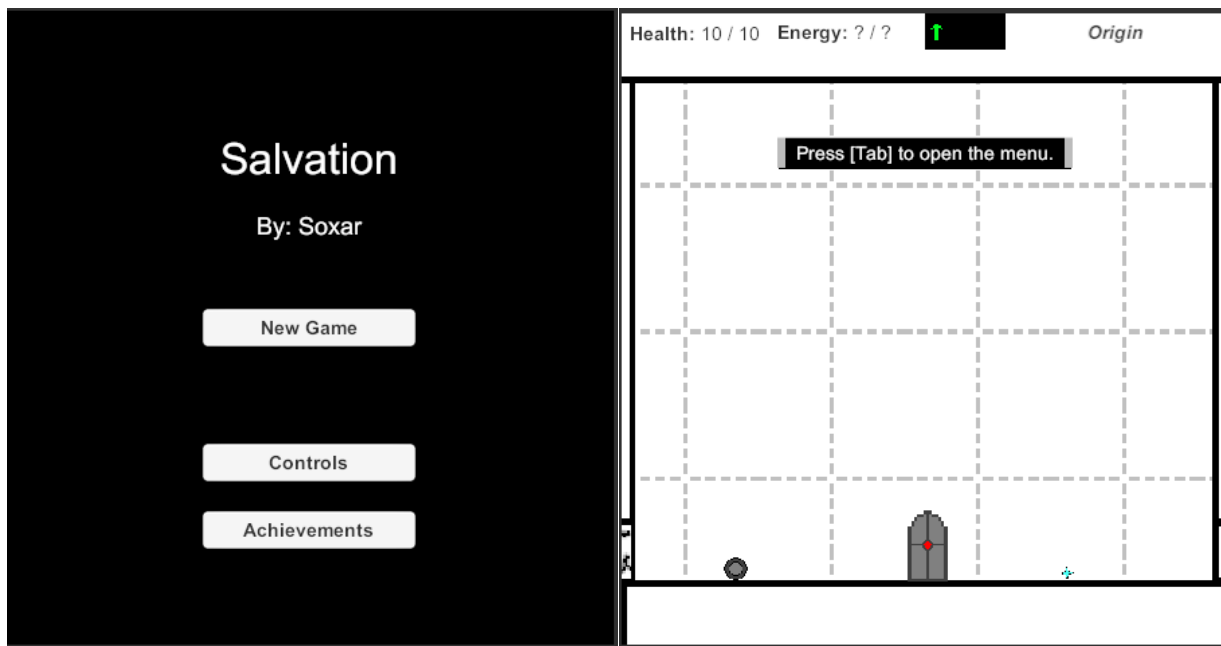

5.6.2 - Menu: The menu is divided into 5 tabs which can be accessed by clicking on one of the top icons. The furthest-right icon sends the player back to the main menu.

5.6.2.1 - Inventory: The player can see what items they've obtained. Clicking the item icons brings up their description at the bottom.
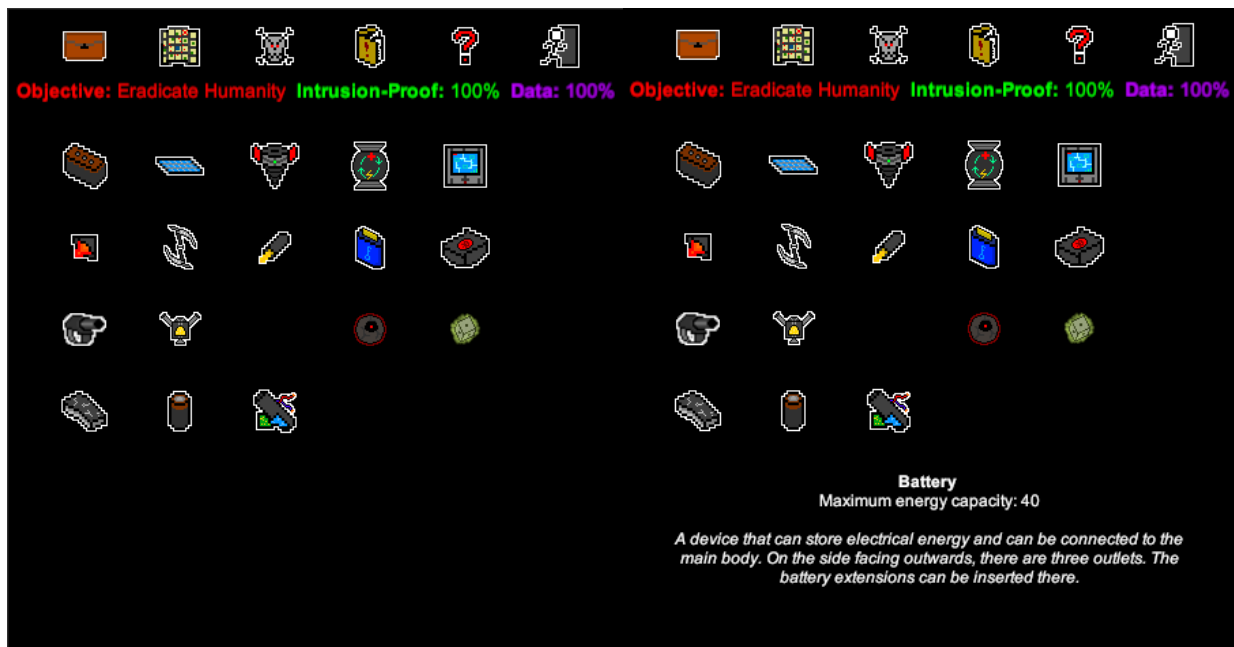
5.6.2.2 – Map: The player can view the map of Imperalis or the local area here. The world map begins barren and slowly builds up as the player progresses through the game. The local map begins fully furnished and gives the player's relative location within the area. Switch between the world and local map using the side icons. Unlocked after obtaining the **Navigational Module**.
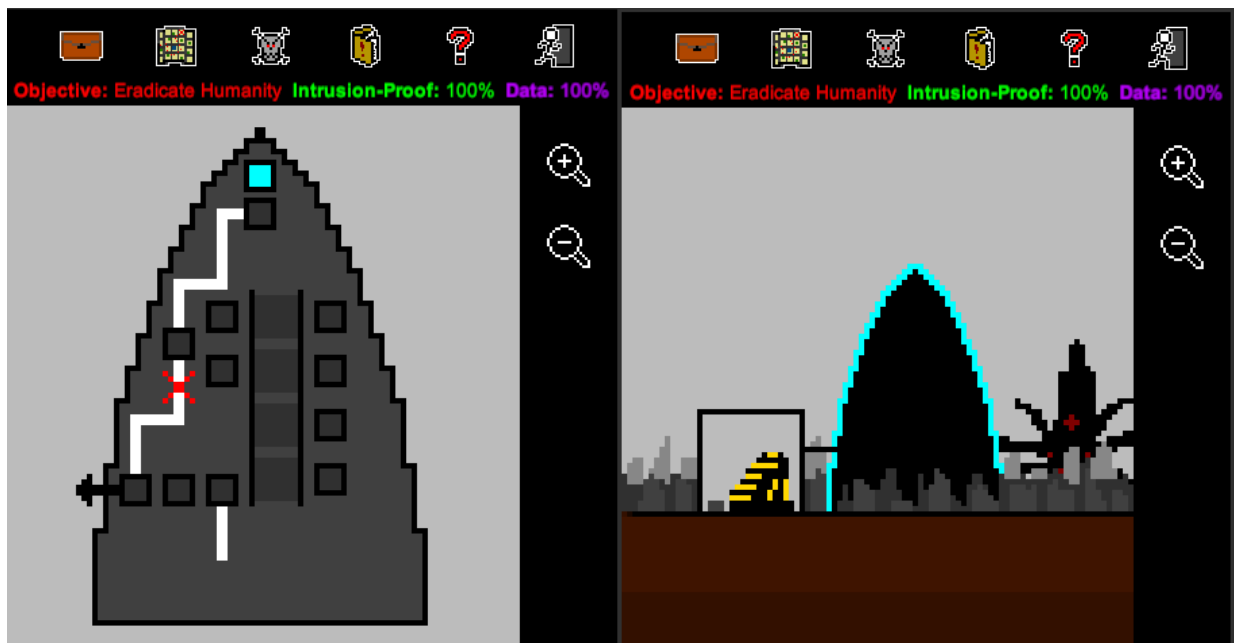
5.6.2.3 - Enemy Logs: The player can view the enemies that they've defeated here. Clicking on the enemy icons brings up their description at the bottom. Unlocked after entering **Dreg Heap**.
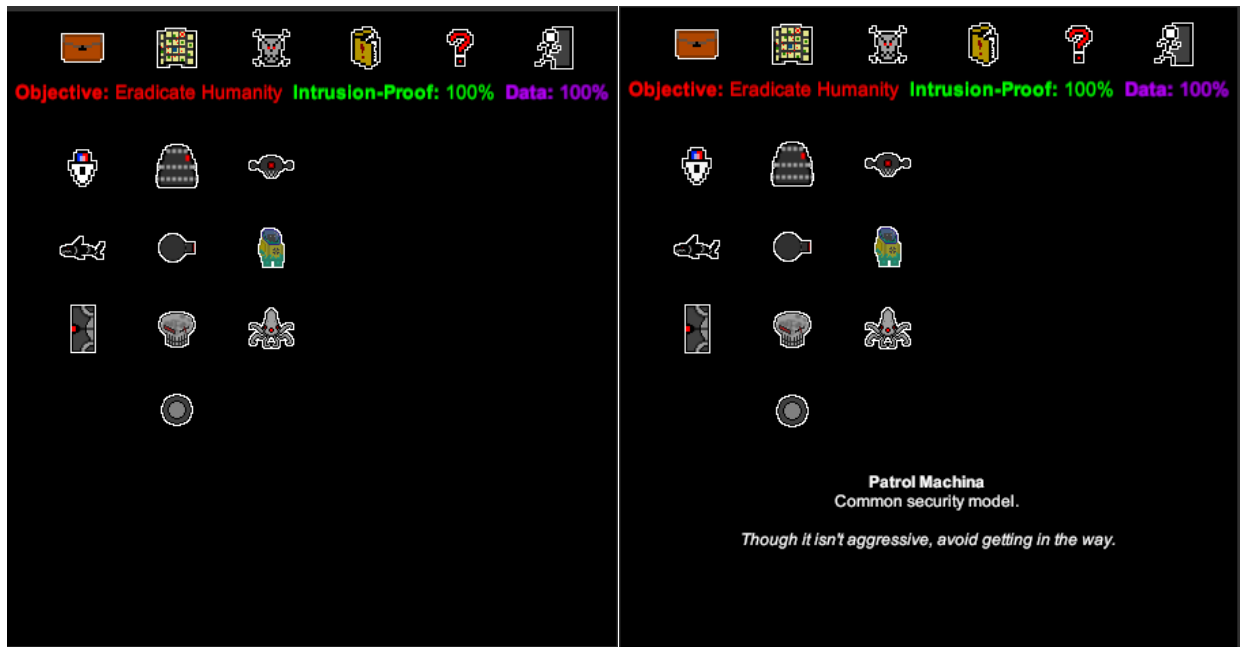
5.6.2.4 - Ego Reports: The player can view the information harvested from the lost Egos here. Clicking on the report icons allows the player to read them at the bottom.

5.6.2.5 - Controls: The player can review the controls here. Updates after obtaining the **Heartless Generator**.
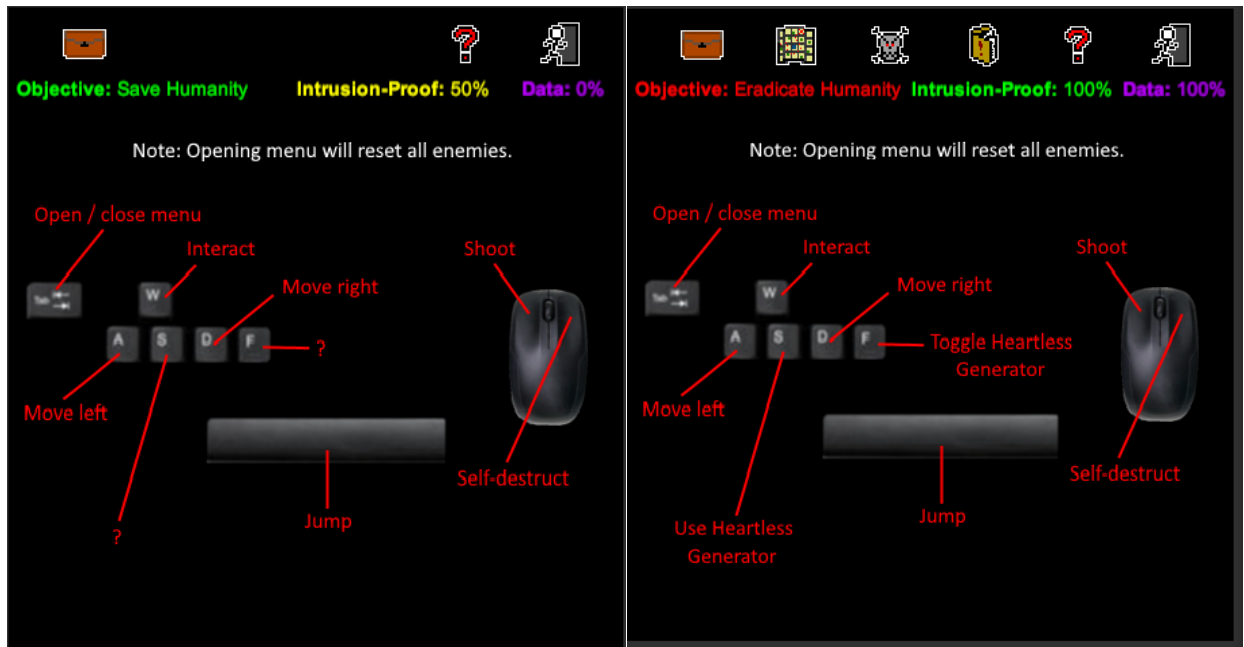
5.6.3 - Structure: The areas are connected via openings or doors. The player will have to use the movement options available to them to get across Imperalis. Though the game is more linear than anticipated, there is some level of exploration.
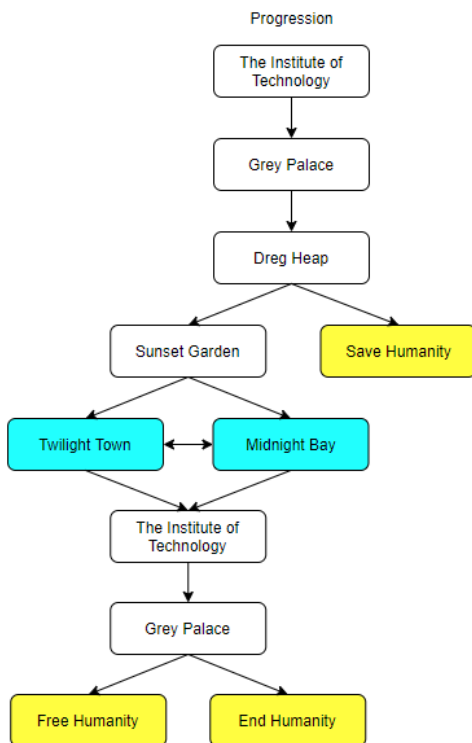
- **Yellow:** Endings
- **Cyan:** The player can complete these areas in any order

General Layout
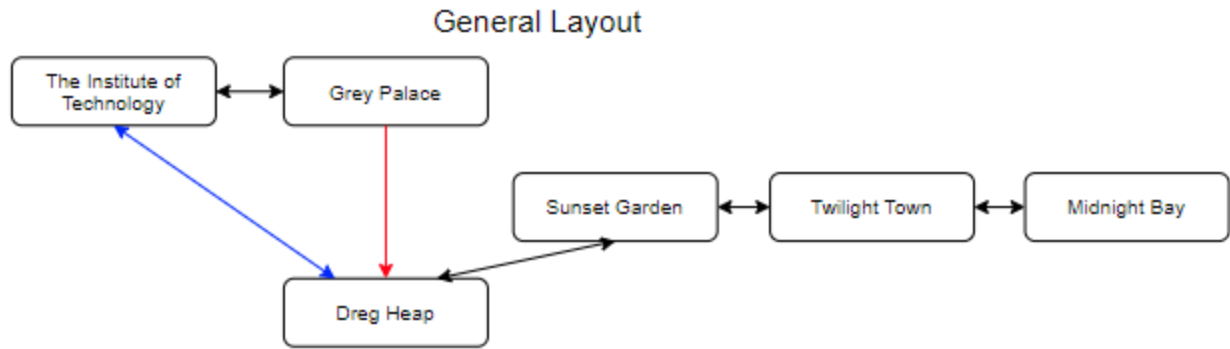
- **Blue:** Only accessible with all three mobility upgrades
- **Red:** One way

6 - Visual Style

Simplistic 2-D. Post-apocalyptic future. Gloomy.

7 - Characters and Story

7.1 - General:

7.2 - Characters:

- **Humans:**
  - **The Doctor:** An avid researcher in the realm of robotics, artificial intelligence, and cognitive science who designed the Machina. He aspired to become immortal by transferring his mind into a mechanical body. However, the Great Destruction and Project Exodus forced him to spend his time on more urgent things. Near the end of his life, he put himself in cryostasis within the Frozen Sanctuary, awaiting the day that he would be reawakened in a mechanical body.
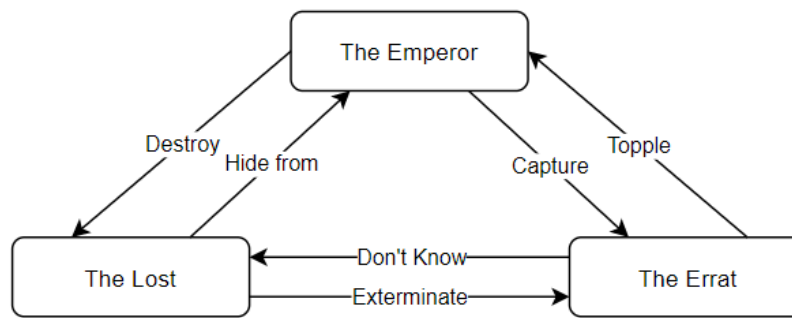 - **Azimuth:** Humans who have the ability to contribute to Project Exodus. In order to maximize productivity and prevent them from becoming Errats, they have been modified by the Emperor. When their skills are no longer needed, they are turned into Nadirs.
  - **Nadir:** Humans under cryostasis in the Frozen Sanctuary as they are considered unnecessary for the current state of Project Exodus. They consist of those who do not have the ability to contribute meaningfully to the project.
  - **Errat:** Humans who refused to be part of Project Exodus due to its freedom relinquishment. The Emperor believes they are making a mistake but cannot reach them in Dreg Heap.
- **Machina:**
  - **The Egos:** The first and most difficult Machina to be built. The Doctor built them to come up with a plan to save humanity. However, they had differing beliefs.
  - **The Emperor:** It believed the planet was beyond recovery and that the only way to save humanity was Project Exodus. It is directly connected to the Ark, allowing it to control the Azimuth and Machina. Because of this, however, it cannot leave the Grey Palace. Defeating the Emperor allows the player to take control of the Ark.
  - **The Lost:** They believed that more information was needed before any decision was to be made. They left to explore the world and burrowed themselves all over Imperalis after exhausting their energy reserves in order to hide from the

Emperor while still being able to be found by the player. Harvesting their memory drives, the player will discover their plan to eradicate humanity. They theorized that this Great Destruction was not the first and that humanity settled here from another planet as a result of something similar to the current Project Exodus. They believe that the Emperor's plan is naive as it would only prolong their suffering and that the directive to "save humanity" should not be taken directly. Eradicating humanity would save them from their present and future suffering, the Lost's ideal solution to the Doctor's dilemma.

- o **The Player:** The player can decide to follow through with the Emperor or the Lost's plan or free humanity and let them decide for themselves.
- o **Machina (Generic):** The machine residents of Imperalis, designed by the Doctor and commanded by the Emperor. The Machina help facilitate the construction, maintenance, and security of Imperalis. The Machina serve as the enemies throughout the game. Unlike the Egos who have specialized circuitry, these Machina cannot operate in Dreg Heap.

7.3 - Events:

- **The Great Destruction:** A series of calamities which ended the world. From the ashes of the old world, Imperalis rose to shelter the survivors. The specifics of the Great Destruction are widely unknown though it possible.
- **Creation of Ego:** In the midst of the Great Destruction, the Doctor built the Egos to come up with a plan to save humanity. The Ego now known as the Emperor believed that the planet could not be restored and that the best course of action would be to take what's left of mankind and find another planet. The other Egos believed that more information was needed so they left to explore the world. When the world ended, these Egos did not return, resulting in the commencement of Project Exodus.
  - o **The Failsafe:** Though he went forward with Project Exodus, the Doctor had some doubts about whether it was the best solution. He created another Ego that would activate if every other Ego besides the Emperor goes offline. This Ego's decision to ally with or oppose the Emperor would determine the outcome of Project Exodus.
- **Project Exodus:** The Emperor's plan to save humanity consists of three goals: gather all remaining humans, extract the rest of the planet's resources, and construct a spacecraft able to operate indefinitely.
  - o Gathering the humans was a simple endeavor as Imperalis was seen as a beacon of hope following the Great Destruction. The humans were then implanted with a device that suppressed their free will and grouped into the Azimuth (those with the capacity to contribute to the project) and the Nadir (those who have nothing left to contribute to the project). This was to ensure maximum productivity-to-resource use. A small group of humans, however, did not trust not their future to

the Machina and fled deep underground in the Dreg Heap. These humans, known as the Errat, are the top-priority targets.

- o The world was in ruin after the Great Destruction. The only resources left intact were those found deep underground and the seed bank far north. The Midnight Bay was constructed to extract these resources and carry them back to Imperalis. When the player awakens, the Midnight Bay has returned to the mainland after its final expedition.
- o In addition to attracting humans, Imperalis also served as the site of the Ark's assembly. When the player awakens, the Ark has been built, fully equipped, and is ready to lift off.

7.4 - Locations:

- **Dreg Heap:** Existing deep underground, this place served as the dumping grounds for Imperalis' waste. The Errat fled here due to its frigid and dusty environment which prevented non-Ego Machina from functioning.
- **Imperalis:** What began as humanity's last refuge following the Great Destruction became the launch complex for the Ark.
  - o **The Institute of Technology (IT):** Imperalis' center for research. It serves as the service structure for the Ark and is the only way to get onto the spacecraft from the rest of Imperalis. Though the Doctor is no longer around, the Azimuth and Machina still utilize this space.
  - o **The Ark:** The largest space craft ever made. It serves as the vessel for humanity to survive in while they search for a new habitable planet. It has several nuclear reactors for stable energy generation in space, in addition to its vast supply of fossil fuels.
    - ▪ **Grey Palace:** The portion of the Ark jutting out from the ground. The Emperor commands the Machina and Azimuth from its peak.
    - ▪ **Frozen Sanctuary:** What's left of humanity is put in a cryostasis here. Wildlife required to restart civilization is also cryogenically stored here. Though locked by a high-security gate, with at least 70% Data, the player can bypass it.
  - o **Sunset Garden:** The Machina are recycled here when they can no longer function adequately. It also serves a recycling plant for any other resource including metals, plastics, and water. Any substance that cannot be reused or recycled is dumped into the Dreg Heap.
  - o **Twilight Town:** The Azimuth and Machina can't work indefinitely without maintenance. This place serves to repair and recharge the inhabitants of Imperalis. It also serves as the hub for the Vacuum Pods which allow for fast travel across Imperalis.
  - o **Midnight Bay:** A massive multi-purpose construct the size of a city. It roams the seas, scouring the depths for any resource that could useful to Project Exodus,

primarily being oil. During the events of the game, the platform has moved close to Imperalis, allowing the player to board it.