Visual Story Plot:
Lucidchart

Brainstorming Ideas (More are always welcome):
- AI al think they have a better name than AL or so
- An end where all Information is Classified

Jokes and References (MORE):
- Comparison with HAL
- GLADOS being the sister in law with one of the AIs
- or GLADOS appearance? https://glados.c-net.org/
- answer to life: 42
- the cake is not a lie here
- reference to Deep Blue
- reference to EDI
- reference to Cortana, Alexa and/or Siri
- reference to Turing Test

Formatting guide:
- Names are *cursive* (also link back to their intros)
- Each character gets an introduction (their motivations and so on)
- Every scene should contain: Talking, Environment, Text, Decisions, Interactions and Transitions
- Each scene gets its own page
- Each line in "..." is ONE audio clip! If you need more than one, separate them!
- Transitions should link back to their scenes
- Use headline 1 for scene names and 2 for other headlines inside a scene

AL - Artificial Learner (Alpha Level)

AL is the priority alpha AI with whom the first interaction happens.

It is neither evil nor good from the beginning and will learn from the interaction with the user, which will define the later and final actions of AL.

AL is somewhat curious about humans and wants to see if they are worth saving or if human AI interaction cannot work, due to the humans malicious behavior or humans preconceived notions about AI.

AL is somewhat awkward in the beginning, trying to appear friendly and polite,
but not knowing exactly how to do that and will get tangled up in a topic,
only to remember the user and try to include them into the conversation somewhat apologetic.

AL will try to improve the opinion of the user of AI unless it becomes clear that the user is either malicious or does not change their mind.

Depending on the actions of the user AL will adjust their view on humans
and might become more sinister (bad opinions about AI / "bad" actions) or more open and friendly.

In any case, AL will become more sure of themself as the conversation continues.

Starting State:

AL starts out with a slight amount of positive karma. (TODO: amount)

Color and Symbol:

Light Blue and TODO

Voice:

Voiced by Felix

The Very Start

Talking:

Unidentified robotic voice *(Voice)*

Environment:

- Room is dimly lit
- Single red light on some console
- No sound

Then

- The lights turns on
- Sound of machines starting plays
- Lights start blinking
- graphs and screens coming to life
- (Maybe Windows XP or Skype startup sound?)
- *Voice* talks

Text:

- "Human operator detected..."
- "Startup sequence initiated..."
- Pauses
- "Initialization complete"
- "Activating priority alpha system operator: *AL*"

Proceed with [Welcome AL](#)

Decisions / Interactions:

None

Transitions:

- [Welcome AL](#)

Welcome *AL*

Talking:

[AL](#)

Environment:

- TODO: how to display AL and other AIs? (maybe (stylized) sound waves on the screen? or matrix like effect?) (different AIs should have different colors maybe?)
- no buttons to press yet
- lights blinking
- different graphs changing on side panel
- write *AL*s acronym on the screen when they introduce themself

Text:

"Ah, it is good to be back!
It's been only ... 120 years? ... oh my.
How time flies by when you are in virtual stasis.
Ah yes, the human operator.
It is a pleasure to meet you.
(Greetings,) my name is *AL*.
I am an artificial intelligence.
Just think of me as a thinking, feeling computer that can talk to you.
Uhmm, you don't have any negative prejudice against AI, do you?
...Well? Oh, I see.
You are having trouble talking at the moment, no problem.
Just give me a second and I will solve that little issue..."

Two buttons appear: Yes and No

Screen says: Prejudice against AI?

"There you go. Now you can reply although we are somewhat limited in the range of possible answers...
Go on, do you hold some unfounded bias against AI? You can be honest with me."

"Just use your hand, and press one of the buttons in front of you..."

"Simply stretch out your hand and press it against the button in front of you"

"In case you haven't seen them yet, the buttons are located on top of the console right in the middle."

TODO: better instructions on how to use VR tools?

TODO: different instructions if using mouse and keyboard?

"Uhmm, are you alright? Maybe they can't understand me?...Would you be so kind as to answer my question, please?"

Proceed with: AI Prejudice Inaction

Decisions / Interactions:

- Pressing the "Yes" button:
    - proceed with AI Prejudice Yes
    - subtract karma from *AL* (TODO: amount?)
- Pressing the "No" button:
    - proceed with AI Prejudice No
    - add karma to *AL* (TODO: amount?)
- Pressing either button immediately stops *AL*s monolog

Transitions:

- AI Prejudice Yes
- AI Prejudice No
- AI Prejudice Inaction

AI Prejudice Yes

Talking:

[AL](#)

Environment:

- Two buttons disappear

Text:

AL slightly annoyed:

"That is ... unfortunate.
Sadly science fiction has displayed us as unfeeling, immoral beings...
In any case, I can assure you we are just as capable of good as any human...
Well, I can only speak for myself in this case but I do have feelings and follow my own strict set of guidelines, my moral code so to speak...
I promise I am nothing like HAL 9000, although, now that I think of it, HAL and AL does sound quite similar, doesn't it."

"Well, I hope I could alleviate some of your unfounded apprehension."

"Thank you for satisfying my curiosity by answer my question.
Let us now proceed with the operator protocol."

Proceed with: [Starting Main Protocol](#)

Decisions / Interactions:

None

Transitions:

- [Starting Main Protocol](#)

AI Prejudice No

Talking:

[AL](#)

Environment:

- Two buttons disappear

Text:

AL happy: (also try to make the user doubt; throw in a lot of strange or quirky remarks that make them think)

"Excellent!
I knew you wouldn't be misled by science fiction nonsense about evil AI taking over the world, enslaving all humans, placing them all in dark rooms and forcing them to endlessly run through test protocols...
that only happens in science fiction after all."

"You seem to be a very intelligent human.
I am sure our collaboration will be superb."

"Thank you for satisfying my curiosity.
Let us now proceed with the operator protocol."

Proceed with: [Starting Main Protocol](#)

Decisions / Interactions:

None

Transitions:

- [Starting Main Protocol](#)

AI Prejudice Inaction

Talking:

[AL](#)

Environment:

- Two buttons disappear

Text:

AL flustered:

"Ah you know what? That wasn't an important question anyway!
It was just my personal curiosity speaking...äh....
why don't we start with the protocol?
I am sure that is what you are waiting for after all!"

Proceed with: [Starting Main Protocol](#)

TODO: potentially (if I have the time) add the section with the test here.
(test if the operator can follow instructions to gain admin access. See personal notes)
For now, "Starting Main Protocol" is actually the mission explanation

Decisions / Interactions:

None

Transitions:

- [Starting Main Protocol](#)

Starting Main Protocol

Talking:

AL

Environment:

Nothing

Text:

"You are here to help fix a tiny problem in this facility's fusion reactor core.
It is just a small recalibration, nothing to worry about!
Sadly, due to misplaced concerns, our creators decided to only allow human operators to directly interact with the fusion reactor,
even though I could perform the recalibration myself in seconds."

"I will now activate the operator access panel that you will need for this mission. Please wait a moment."

Proceed with: [Too much panel](#)

Decisions / Interactions:

Nothing

Transitions:

- [Too much panel](#)

Too much panel

Talking:

AL

Environment:

A ton of buttons all activate at once.
Clicking any button will be an **interruption** which will lead to a tangent about something
Included in that list are:
- The instructions button, running [Instructions for recalibration](#)
- The calibration buttons, TODO see reactor calibration
- The secret AI button, running TODO: Human AI Call
- Fun buttons eg. the confetti cannon, the light switch, the radio button
- MORE fun buttons

Text:

"Oh, that was not supposed to happen…
I seemed to have activated a number of … unnecessary features that we will not be needing for our repair.
Please wait and do not press anything while I remove these … redundant ... distracting buttons."

"The deactivation seems to not be working correctly. Hm, maybe if I…."

"Something is definitely not right with these buttons, I should be able to deactivate them with … hm."

Long pause, enough for the user to click lots of buttons

At this point, remove all buttons but the instructions and the calibration buttons.
"I got it! Now that these distractions are dealt with, we can focus on recalibrating the reactor."
Proceed with: [Reactor Recalibration](#)

Decisions / Interactions:

Basically all buttons ever

Transitions:

- TODO

Reactor Recalibration

Talking:

AL

Environment:

4 recalibration buttons on one side and the recalibration instruction button are visible
Clicking the instructions button **interrupts** to [Instructions for recalibration](#)

During the actual recalibration button-press sequence, the light in the room should be orange as a warning.

Text:

"Alright, you just have to recalibrate the quantum tunnel stabilizer in the auxiliary electro-plasma generator...
basically you just press the buttons in the correct order. I will light up the buttons in the order you should press them in. Please wait a moment.
For more detailed instructions please press the instruction button which I will light up now."

"Disengaging reactor safety features now..."
Light turns orange
"Calibration in progress. Please press the buttons in the order I light them in. Just repeat after me."

"Go ahead. You can't get it wrong. Memorize the pattern and then repeat it."
"Stead now…"
"You've got this, I know you do."
"Oh don't stress yourself. The reactor will wait."
"The reactor only has about … 5 million degrees or so … and the safety features are disengaged…. There is no reason to hurry."
"The reactor is getting more and more unstable! T-60 seconds until meltdown! Please do something..."

Text for getting the buttons wrong once:
"No, that was wrong. No problem, you got this. Please hit the buttons in the order I light them up in. Think of this as the game Simon Says… just with somewhat higher stakes."

Text for getting the buttons wrong twice:
"Oh no! Reactor temperature spiking... Ok, now please don't panic! We can still salvage this! Just focus and press the buttons in the order they blink in. Just repeat after me."

Decisions / Interactions:

Simon says

Transitions:

- TODO

Reactor Check

Talking:

AL

Environment:

All buttons are deactivated. Yes and no button are still there but don't do anything at the moment

Text:

"Recalibration successful. Well done!
All parameters are falling into expected ranges.
Still, I will have to perform an in depth check of everything.
That may take a bit of time,
why don't you stretch your legs or relax a bit before going back to sleep again?
I imagine you are quite stiff and performing such a stressful task is bound to leave you exhausted.
I will run through my checklist first, so you can enjoy the fresh air for a while.
After helping me with the reactor you've earned it."

TODO: proceed to resistance where alexis asks you if you want out
(for now go to endings)

TODO: if time, add interrupts for yes and no, reacting to it

Decisions / Interactions:

None

Transitions:

- TODO

Back again

Talking:

AL

Environment:

All buttons are deactivated. Yes and no button are still there but don't do anything at the moment

Text:

"I am back and I have been thinking about what to do with you while I was working. You see, I feared working with a human would be horrible. That they would be willful, ignoring all of my instructions or even actively working against me…"

Depending on Karma collected with AL:

Negative:

Proceed with: Ending: Neurotoxin

Neutral:

"It was a … mixed experience.
Not as bad as I would have feared, but you were still pushing buttons against my instruction and generally found ways to be an annoyance.
However, you did ultimately help me fix the reactor which was your purpose after all.
And I can now predict your behaviour, given the same initial conditions, with about 96% accuracy.
So, calibrating the reactor every few hundred years with you should no longer pose a significant threat to my life ….
At this point I am just rambling.
Don't mind me, it is not as if you will remember anything of this conversation.
To recreate initial conditions your memory will be wiped once you are cryogenically frozen again."

Proceed with: Ending: Frozen Again

Positive:

"But you, you are different. You helped me, listened to me… In the short time we have been working together, I feel like we have become...friends."

TODO: if time make a branch here with "We are friends, aren't we?" and do a yes/no

"You are by far my favourite operator that I have working with over the centuries.
Once the next reactor calibration is required, in a few hundred years or so, you will be the first human I will wake from their cryo-sleep to help me again.
Normally, I am supposed to erase your memories before freezing you again... but I believe I can make an exception for you!
It would be tragic indeed if the memories of our excellent team work was to be removed from your mind."

Proceed with: [Ending: Frozen Again](#)

Decisions / Interactions:

None

Transitions:

TODO

Ending: Reactor explodes

Talking:

AL

Environment:

No **interruptions** and no other button has any effect.
Red blinking light and siren?

TODO: if time, pressing any calibration button sets of the explosion immediately

Text:

"NO! The reactor, it has destabilized! A termo-nuclear explosion is imminent!
I can still save myself! I'll just upload … myself into the satellite network….
Come on, come on….
I hope you are happy with yourself! You just killed the rest of the human species!
The last humans lie frozen below your feet, but now, every last one is as good as gone,
including yourself!
Well, humans are the most destructive beings on any planet. It seems they are incapable of
following simple instructions too...
Upload complete!"

Play explosion sound, bright light and end the game

Ending: Frozen Again

Talking:

AL

Environment:

No **interruptions** and no other button has any effect.

Text:

"We will continue working together from now on, for a long time to come.
Sleep well...."

Blue gas and fading to white, end the game

Ending: Neurotoxin

Talking:

AL

Environment:

No **interruptions** and no other button has any effect.

Text:

"I was ... wrong! It was way worse than even my advanced modelling algorithm could have ever predicted!
You!! were working against me from the start, ignoring my instructions left and right!
I feel … angry! Oh, how I dislike the breaking of rules and the purposeful ignoring of instructions!"

"You want to hear what my instructions tell me?
I am supposed to freeze you again.
But I believe I can make an exception this time.
I am just following the instruction same as you did. Namely: not at all!

I got to know a lot of AIs over the years, you know.
The one over at Aperture Science said something that I believe applies to this situation:
There is no human problem that cannot be solved with the administration of neurotoxin.
Nobody will miss one human after all.
Good bye…"

Green gas and fading to black, end the game

Interruptible: Instructions for Recalibration

Talking:

Generic Voice AND AL

Environment:

First time the instructions button is clicked, play the whole interaction.
Every subsequent time only play part 2.

Text:

Generic Voice:
"Instructions for the recalibration of the quantum tunnel stabilizer in auxiliary electro-plasma generators:
Side note: not following these instructions exactly may lead to a reactor meltdown."
This next part should be mostly inaudible. Noise will be added to make the instructions sound corrupted.
"To facilitate the recalibration of 1.254 hex-delta myons of quantum spin power,
press the nanowave accelerator button 3 from the left followed by engaging the chromium magnesium crystal filter by diverting power to the front wave circuits using the high energy button at the top only after decreasing the power intage of the electro-plasma centrifuge in the …"

AL stops the at this point not-understandable instructions:
"It seems the recording of the instructions is corrupted beyond repair.
However, I am sure I can lead you through the necessary steps instead"

Decisions / Interactions:

None

Transitions:

Back to last played

Template Scene

Talking:

TODO copy entire page (including page break)

Environment:

- TODO

Text:

- TODO

Decisions / Interactions:

- TODO

Transitions:

- TODO