



THE VEIL

START

PLAYER 1

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Course: Generative AI & Generative AI

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WHAT IS GENERATIVE AI & DESIGN

Generative AI: The use of AI to create new ideas like text, images, or code based on a learned pattern

Generative Design: where algorithms create different designs based on the rules and goals set by a given input

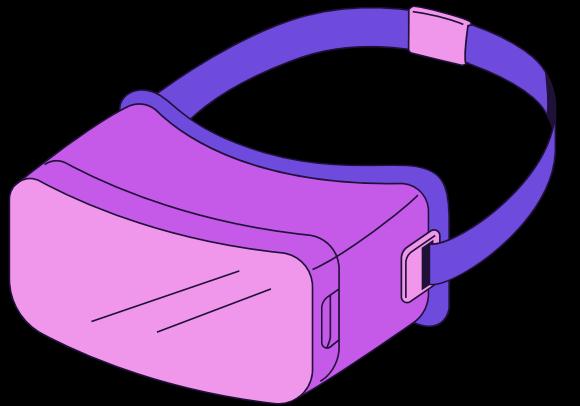
THE POTENTIAL OF GENERATIVE AI IN GAME



DESIGN

In traditional games, every word, dialogue, and action is meticulously scripted to guide the player toward a predetermined conclusion. Generative AI changes that paradigm. It can all be designed in real time. The greatest asset of generative AI in the case of game design is the ability to create dynamic, believable NPCs; moreover, a geographical environment that can change based on your actions. Essential reality rendered in computers and code, flexible and unique to every individual





WHAT ARE NCPS?

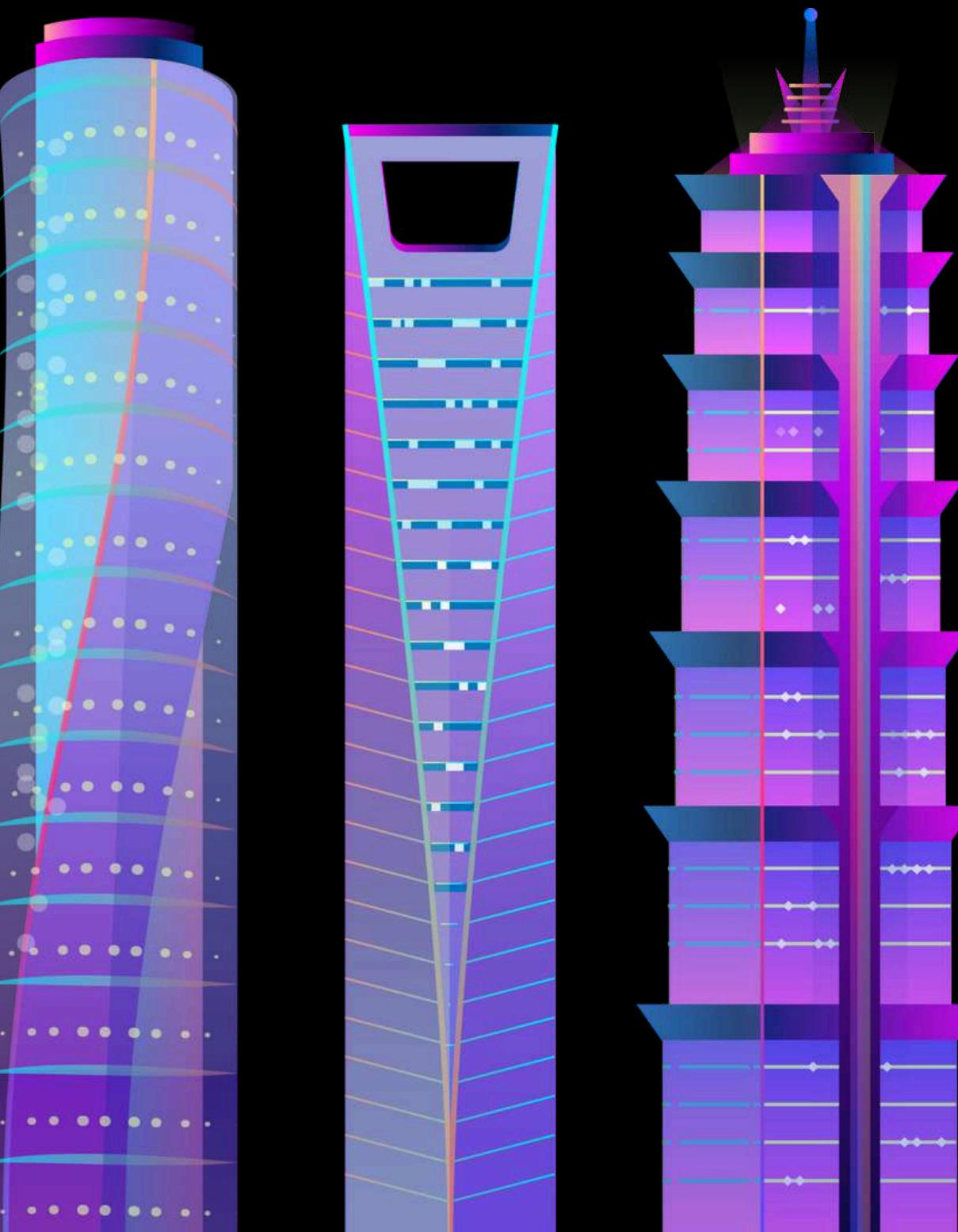


By design, NPCs are non-playable characters that are made with the intent of helping the storyline of the game. Though they are unable to leave their stations or make solo decisions in traditional games nor do they have any memory. They are simply a narrative tool.



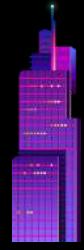
In the veil, the NPCs are no longer dull background characters. With the potential of generative AI and design, we were able to create characters that had memory, adapting in real-time to your emotions and decisions, both in the present and the past. Moreover, following the emotional and moral values that they were coded with. These AI-driven characters exist not just to move the story forward, but to shape it with you. Their existence is for the sole purpose of creating the perfect storyline, not for you but for the outcome they believe to be best based on their memories and goals.

HOW WE WOULD USE GENERATIVE AI IN WORLD-BUILDING



THE VEIL GAME CONCEPT

The game begins in the city of Ion a politically volatile cyberpunk world. Set in a sprawling megacity controlled by rival technocratic factions, underground rebel movements, and AI-augmented elites, The Veil explores themes of class warfare, surveillance, corruption, and social rebellion



THE VEIL - Start



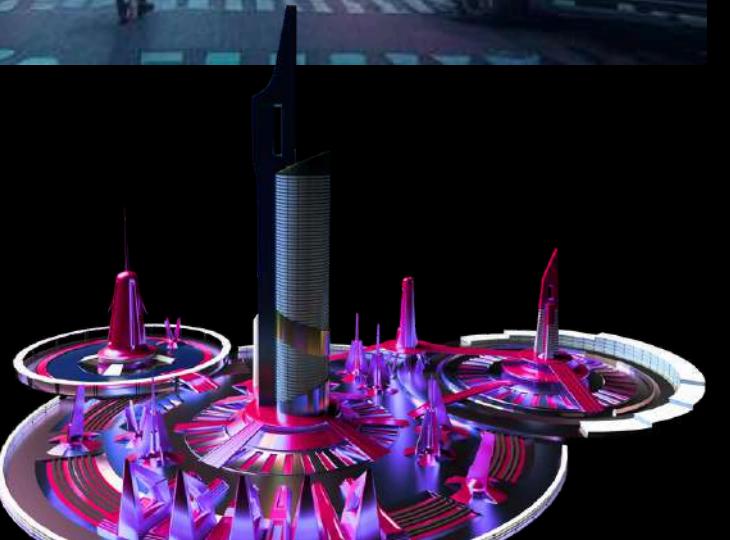
VR GAME

THE GOAL: SURVIVAL

START POINT:

You awaken in the city of Ion with no recollection of who you are or where you are. The only thing certain: you are being hunted. Rogue AI factions, cybernetic enforcers, and political operatives close in from all directions.

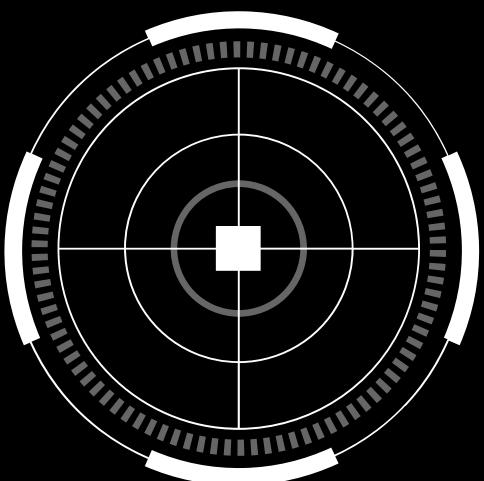
REMEMBER: Ion sees everything. The only way to survive... is to rise. Climb the ranks, infiltrate the courts, outmaneuver the gangs, and manipulate the dynasties. In this city, power is the only currency and trust is lethal



FACTIONAL POLITICS & DYNAMIC ALLIANCES

We would use AI to simulate political factions (like court advisors, street gangs, AI cults, religious fanatics, and corporate dynasties). These factions and NPCs operate on their logic but with simple keywords to focus the environment: be cunning and be ruthless

Large language models (LLMs) and reinforcement learning-based decision trees will cause each faction to react in real time to your actions. You must always remember that alliances shift, betrayals are common, and treaties can be forged or broken. There's no fixed outcome.



NOTE: Master the rules, read the players, and the game won't play you; you'll be able to manipulate the outcome you want



WORLD-BUILDING THROUGH PROCEDURAL HISTORY & CULTURE

To make the game more realistic, we would simulate memory beyond when the player first logs in to the game.

generative systems to simulate cultural memory, political myths and memory, dialects, religious systems, and for each region of the city. These systems generate backstories for every district, courthouse, and noble house. Moreover, we would use Generative Design to make it so every district can have a shifting aesthetic based on who's in control. Or what action has been taken by both the player and the npc

NOTE: Memory is power. Every faction, district, and dynasty remembers your words, your betrayals, your alliances. The city is evolving, and it will evolve with or without you.



Hypothetically, if the player or an NPC decides to blow up the city, it will have consequences on what the game looks like

NPCS WITH MEMORY, LOYALTY & AMBITION

NPCs in The Veil are designed with personality and moral portfolios, built from traits like ambition, fear, wrath, pride, empathy, loyalty, and goals like end all dynasties, quench the rebellion, or even reshape Ion into something better. No two NPCs play the same game for the same reason, nor do they play it the same way.

Though these traits can evolve through gameplay. A loyal beggar on the street can rise to power along with you, but then betray you because his moral has changed or maybe your morals did.



NOTE: Select who you trust wisely, and even then, never without insurance.
Remember, your actions cause the biggest reactions in the game

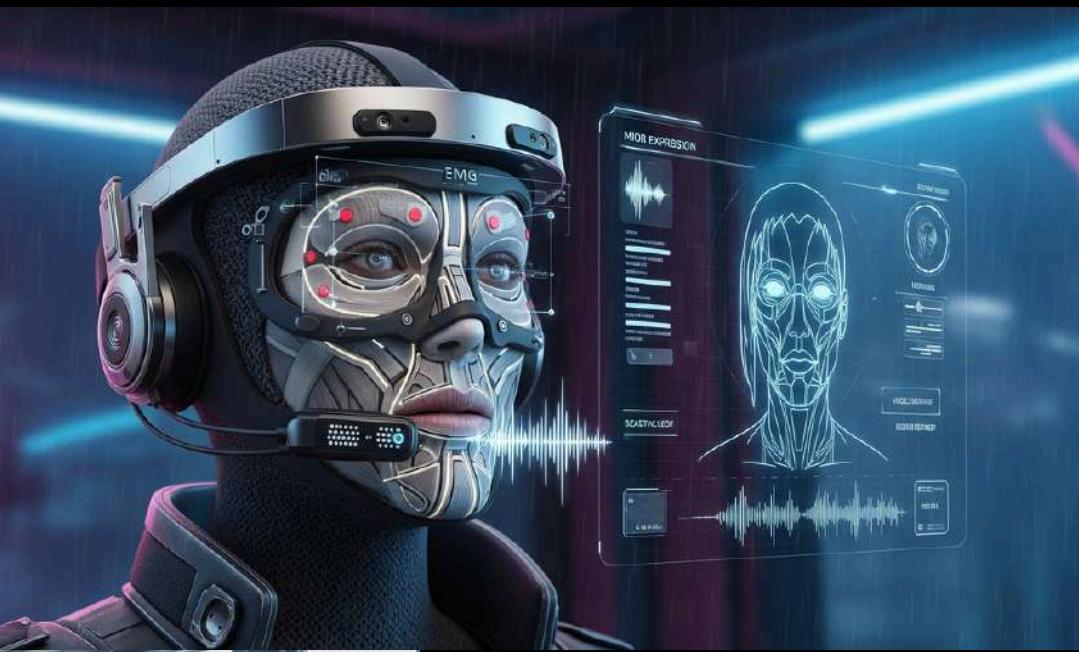


VOICE, GAZE, AND PRESENCE AS POLITICAL TOOLS

Veil uses face mask-style VR device equipped with embedded facial sensors and microphones to embed the user's expressions in real time onto avatar using generative AI. At the same time, the user's voice is recorded and analyzed for emotional tone, speech content, and pacing. Each NPC has voice AI that allows for context-aware, emotionally expressive dialogue. These characters are capable of speaking with realistic emotion, and also interpreting the player's microexpressions and vocal tone. This allows for dynamic, adaptive conversations where trust, betrayal, empathy, or suspicion unfold naturally based on how the player looks and sounds, not just what they say.

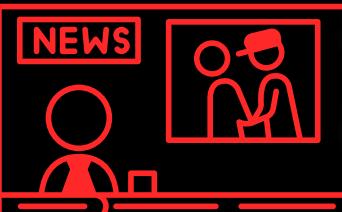


NOTE: Not everyone can hide so perfectly.
Your ability to read micro expressions and
hear beyond what's being said can save
you



ADAPTIVE CITY ECOSYSTEM

The city is a political tool. Every district, street, and system is shaped through Generative AI and Generative Design. Citizens whispering your name throughout the streets, a new broadcast spreading propaganda to the city, and a protest. Some are on your side; others are not. Black markets, smuggling routes, and more exist in the city of Ion. Betrayals, or coups in the city, are not uncommon and not a part of pre-written script, but achieved through LLM-driven narrative engines trained to mimic propaganda, satire, or state media depending on the source.



NOTE: Ion reacts. The environment you walk through tomorrow is built by the choices you make today. Nothing stays neutral, not the people nor the streets



WHY GENERATIVE AI & DESIGN IS ESSENTIAL FOR THE VEIL?

Generative AI & Design allows it so that there are no two play-throughs of The Veil; even the smallest word change in an eerily identical speech can set off a butterfly effect.

Political factions evolve.

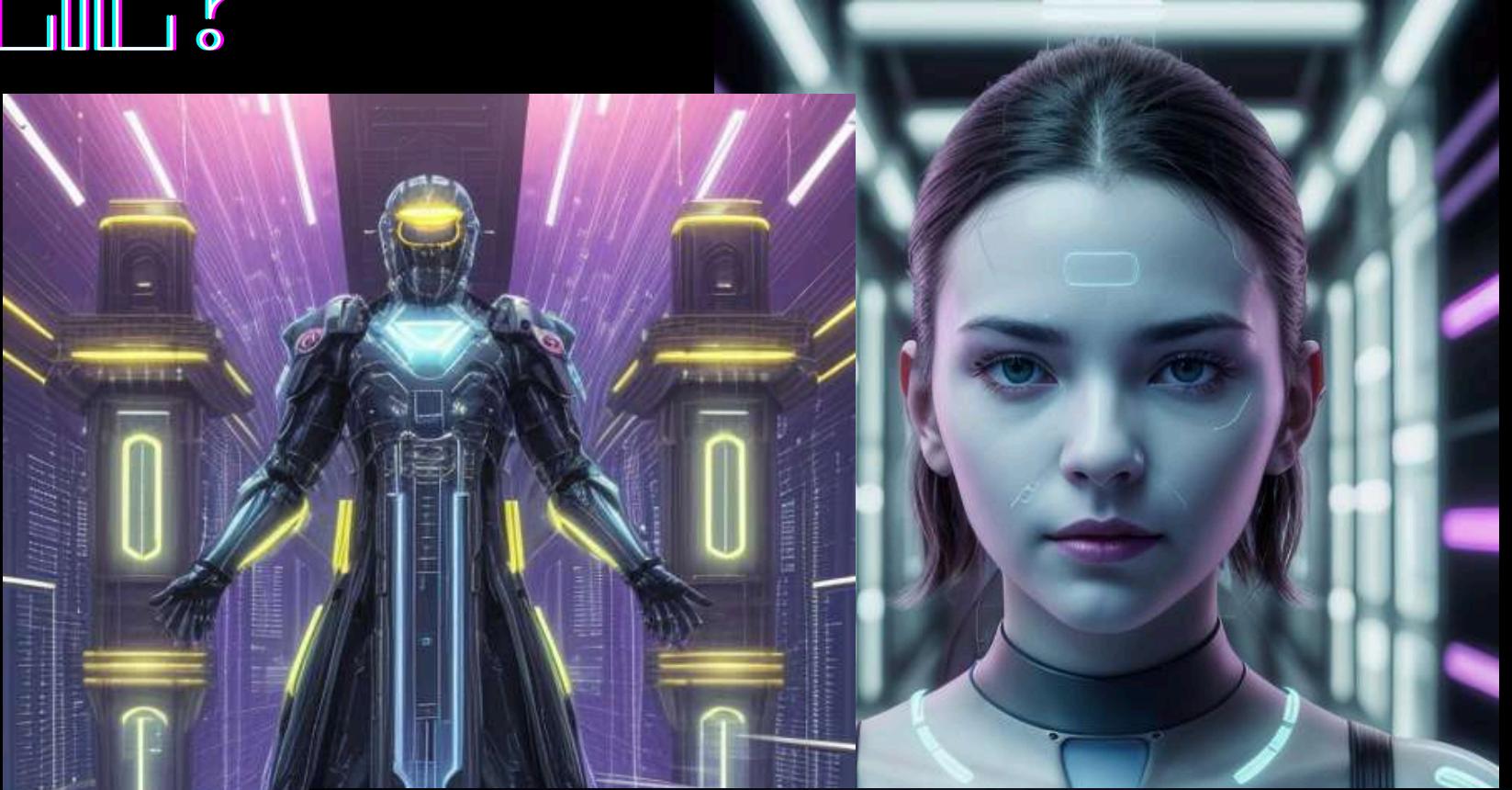
Propaganda shifts beliefs.

Alliances shatter.

Districts remember betrayals, or mercy.

The Veil was created to simulate not just logic, but emotion, memory, and ideology. They generate moral dilemmas, cultural mythologies, and shifting power structures that react in real time to your decisions.

You can rise through fear, diplomacy, rebellion, religion, or manipulation. But Generative AI & Design make it so your choices are not isolated events; they're inputs into a cause-and-effect



Chess, but the king, queen, knights, and all other pawns are "real."

ETHICAL CONCERNS OF GENERATIVE AI IN THE VEIL

CONCERNS

Emotional Manipulation:

Characters in the game can be manipulative liars, causing the lines between fiction and reality to blur and causing real emotional damage

Bias & Stereotyping:

AI-generated factions and personalities could unintentionally reinforce harmful stereotypes or ideologies

Player Surveillance:

The veil, having memory and tracking player behavior, opens the door to privacy concerns

Autonomy vs. Control:

Would the AI world adapt too intelligently and go off-book if it keeps on

Our Statement

Yes, the Veil can be a physiological taxing game as the characters are designed to be capable of deceit and betrayal. As game designers, we realize this and have opted to make an emotional safety design where intensity settings are controlled by the user, reminders that the veil is a fictional world will be prevalent during gameplay, and built-in tools to be able to step away from the game and recollect yourself at any moment. Moreover, we have a diverse group of writers and a team to ensure that The Veil never reinforces racism, antisemitism, eugenics, or any form of hate-based ideology. Furthermore, non-consensual content including sexual violence, any sort of deep or long romantic connection, or coercive relationships between players and NPCs is strictly prohibited. As for what the game stores, it is nothing more than in-game behaviors with no real-world identifiers. lastly, for the No. while The Veil uses generative AI to create evolving narratives, it doesn't operate unchecked. We have established clear narrative boundaries and behavioral constraints to ensure the AI remains aligned with the intended vision and logic of jt's intended design .