

NA2 Assessment 1 – I am Petra - outline and character motivation

121492 - 131812

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Setting: Protagonist Petra is a technician at a leading research facility on the planet Orcodio during the 27th century a.v. (after the union of virgo supercluster). Orcodio is a leading planet in a solar system in the Andromeda galaxy. The planet Neptal has the second most important colony, because it is focused on industry and research due to the abundance of valuable resources. The resources have caused many divergences between the colonists and caused several civil wars. The civil wars caused wealthy groups of Nepatalese separatists to attack other colonies in the solar system, destroying the Neptalese people's reputation amongst other planets. The research conducted examines space-time deformities and how to use them. They have developed a space-time gun which opens portals to a different time, place or a parallel dimension. The scientists have discovered a link between how space-time and different dimensions relates to the consciousness of people. There are dimensions which can act as a medium to transfer ideas between people.

- This mechanic allows for easily displaying information to the player in a diegetic way which is both clear and aligned with narrative in regard to gameplay. Such as as: flashbacks, eavesdropping and other forms of exposition.
- This mechanic allows dimension jumps and space-time travel.
- This mechanic allows the player to look take control the consciousness of people across time and space.

Protagonist:

The protagonist is the 34 years old Petra, she is 1,73 height and weighs 68 kilos. Petra is an immigrant to Orcodio, she is married to a Hephistion and has three children with him. She was born on Neptal and has done an engineering study. She was an active member of the Neptalese Enlightenment Movement, later known as the Enlightenment Fighting Front. Her home planet is unstable and unestablished as a society for many decades which is represented by the fact that none of their governments since the civil war have been recognized by the Vergo Supercluser Union.

External Motivation:

- Become a distinguished scientist in the lab and be respected by her boss
- Make sure her husband gets the job he deserves, also conveniently meaning they will get a better life
- Make sure her husband get past the trauma's which haunt him and compromise his function in their relationship and family.

Internal motivation:

- Fulfill her dreams of becoming a great scientist who changed the human world and its shared legacy → fulfil her putative potential of becoming a great scientist
- Become internally at rest by having a truly happy family again
 - Make her husband happy again
 - Be rid of the social separation haunting the Neptalese colonists
- Driven by moral principles which are a remnant of what happened to her planet and her ideals in the revolution and civil war.
 - believes in a transparent system which supported by social structures causes equal wealth which feeds back into creating a better world for humanity in the virgo supercluster
 - freedom
 - independence

Mentor-companion:

Arne is a 58 years old male physics engineer. He has a kindred spirit and believes in human unity. He possesses key knowledge required by Petra.

External Motivation:

- Wants to improve the world with science and bring humanity closer to uniting as a single people by science and reason.

Internal motivation:

- Wants to do this in a morally responsible and respectable way.

Antagonist:

Description: Deicarus is a 42 years old astrophysicist and powerful businessman(**venture capitalist?**) with a vision. He is a convincing idealist who utilizes his charm, world events and science to convince the public of his cause. He wants to make the world a better place at the cost of the individual.

External Motivation:

- Wants to make the world a better place by imposing his ideology and views on the world.

Internal motivation:

- Wants to be admired and respected by the people.
- Wants the world to follow him with his views and how the solar system and eventually the galaxy should function.

Other major characters:

Hephistion is the 48-year old Husband of Petra. Traumatized by an assault from the government soldiers and still in grief by the loss of his parents and siblings, the loss keeps him from concentrating

and giving full attention to his family. He is not able to get a job up to his qualifications as an astrophysicist or hold onto a low-paid job in long term.

External Motivation:

- Become good father to his family
- Make a career

Internal motivation:

- Overcome past (civil war-traumas)
- Start anew

Perspective: Free 3rd person camera

Restricted Gameplay: The player is free to move around and do micro-actions if it is sensible for Petra to do and not obstructing the storytelling. Camera and movement might be taken in control for brief moments.

Before the inciting incident – ‘Save The Cat’

Cutscene: Petra comes home from work, picking up groceries and her youngest kid. At home she greets her youngest kid and Hephistion, she has a short intimate moment with him. *When Petra steps out of the car the camera adapts the 3rd person view to introduce the perspective, but the player is not in control yet.*

Restricted Gameplay : After greeting Hephistion Petra unloads her car with the help of her two oldest kids and then she and Hephistion start to cook dinner. Hephistion cuts his finger and gets nursed by Petra. He says he still finds it difficult to concentrate and so she decides to comfort him. *The player is moving Petra around and using objects on a very basic level, also the basic mission structure is introduced.*

Cutscene: Flashback to what caused her husband’s trauma.

Restricted Gameplay: We see Petra waking up in bed, Hephistion is missing. She goes to the bathroom and finds him sitting on the ground, still wet from taking an unusual mid-night shower. Petra points out this late night shower as a comic relief and approaches to comfort him. end of story bubble 1

Cutscene: The next morning Petra makes warm breakfast for everyone. She then drops the two oldest kids off at school and continues driving to work.

Restricted Gameplay: After parking her spacewagon she runs into Arne who she starts conversing with, he explains their plans. She explains about the space-time gun, consciousness experiments and it is meaning for humanity. - end of story bubble 2

5% - Inciting incident

Restricted Gameplay: In the research centre Petra is standing by at her post while a young man is brought for a voluntary test, the test subject creates and enters the portal he created with a space-time gun prototype. The portal shoots out bright lights and sparks fly through the test chamber. The test is clearly failing but Deicarus refuses to abort the experiment, Petra being one of the

technicians is trying to control a dimension transformer which is able activate the safety mechanism, the earlier Petra pulls the plug , the safer test subject will return. Petra can wait long enough for the test subject to die, resulting in more valuable test results. Petra will sabotage the test in any case. Deicarus storms off and tells the team of scientists to repair the machine and get ready for the next test.

Arne approaches Petra and makes a subtle hint that she pulled the plug, to confirm rightfulness of Petra's action and he supports her. Arne expresses his respect and worries about the situation towards her. The experiments are always being recorded, if the wrong person saw her sabotaging the test she would surely be fired or get worse repercussions. A close scientist to Deicarus eavesdropped their conversation and tipped Deicarus, he then calls the law enforcements and makes way to confront and punish Petra which should not be hard seeing the attitude the Orcodion government has towards the Neptalese immigrants.

While all of this is unfolding Arne explains Petra how the space-time gun works.

While all of this is unfolding Petra has to perform a short calibration test to prepare the space-time gun, this will serve as tutorial.

Cutscene: Deicarus walks in and accuses Petra of sabotaging and spying. A squadron of law enforcers are with him arrest her. This will also have far-reaching complication for her family, she needs to find a way out. She tries to reason with Deicarus but as the situation seems without exit, she grabs the final space-time gun prototype. (We think the player will not mind us taking this decision for him as it seems like the only logical one concerning her situation and skillset.) - end of story bubble 3

25% - Plot point one – state the external motivation

Mission 1 - Escaping the facility - Regular Gameplay: Petra escapes the situation by making a portal to an alternate dimension, where she still moves through the same world but time slows down and she is invisible to the people around here stuck in the original dimension.

Mission 2 - Home Sweet home - Regular Gameplay: Petra's goal is to get back to her family. Petra gets home using the space-time gun to navigate the city while the law enforcers are looking everywhere for her.

Mission 3 - Guardian Angel - Regular Gameplay: At home she runs into one of Deicarus' personal guards, who is leading the search for Petra. He disables her space-time gun with an EMP forcing her to escape using a portal that is on the brink of collapsing. End of story bubble 4

Restricted Gameplay: Petra is thrown across the universe and time by the portal; she ends up on earth, in Romania, in the 21st century. Petra loses consciousness and is taken to the hospital. She can not be identified by the Romanian emergencies. She is placed under supervision in the hospital until she has fully recovered and the Romanian authorities have decided what to do with her. Petra caused quite a stir when the portal opened and she came out, most of the country was blacked out.

Mission 4 - Patient's Escape - Regular Gameplay: She manages to escape by using her knowledge of influencing people (less extensive version of the mind control mechanic later in the story) to make one of the guards help her and get the space-time gun back.

50% - Plot point two – the low mid-point

Restricted Gameplay: Safely hidden away Petra examines the space-time gun, it is broken and she needs it to work in order to get back to the future and save her children and her husband. The space-time gun is broken and she misses the knowledge to repair such a sophisticated piece of equipment. Petra is now able to throw and demolish small objects out of range. - End of story bubble 5

Flash Forward

Restricted Gameplay: Petra is checking out from work and walks home and the player is introduced to Switzerland 2051.

After 14 months of research Petra found out that the dimension jump system is still functioning, but needs iridium to power it. Petra needs to find a factory or research centre using this part, this is something which will come back more often in the mission structure. She discovers by using the internet that the iridium she needs is in a research facility in Geneva.

Mission 5 - Techless Regular Gameplay: Petra needs to obtain or steal the needed parts without any help from the gun until she finds the iridium. Petra is armed with her 27th century a.v. smartphone, a taser gun(close quarters) allowing her to take out guards and an audio convergent beam which allows her to in combination with an app mimic commands of their superiors to influence them on a larger distance and send them off in the wrong direction for example. Petra has her intelligence, her courage and experience as a former soldier of the Neptalese Enlightenment Fighting Front during the civil war. She steals the iridium relatively easy because of the low security.

Restricted gameplay: With the Iridium part she got the dimension jump working - End of story bubble 6

Restricted gameplay: Petra can now steal more advanced parts. She orders hydrogen online and continues her research - time lapse spanning months- and set her eyes after Thallium, a nano-laser cutter and a ferromagnetic material called Brahmanium next. The player is able to choose what to go for next, the Thallium and nano-laser cutter are required for repairing the time travel part and the Brahmanium for creating a nuclear fusion energy core which would increase the space-time guns' powers and add the consciousness part to the space-time gun.

Mission 6 - Brahmanium Regular Gameplay: Petra needs to infiltrate the factory Edelstahlwerke Tor in Krefeld, Germany which produces the Brahmanium to steal it. Petra succeeds but she can be chased if she fails to exit quietly and if so she will lucky to have escaped without getting caught which is clearly putting pressure on her as a character as demonstrated by the voice of her conscience which motivates her to be reunited with her family.

Mission 7 - Thallium Regular Gameplay: Petra is going to an underwater research facility in lake Geneva, Switzerland where she can steal Thallium. She succeeds to acquire Thallium and finds new information which seems to be very interesting and useful but not necessary at the moment as her voice of reflection will tell her, but she also argues that it could be a risk worth taking because it might be useful later. Petra can choose to put effort in retrieving the information, but if she chooses to leave the information she might have a lesser insight on her research.

Mission 8 - Precision cutter Regular Gameplay: Petra is going to the Rusnano Group Facility in Ublinsk, Ukraine to use the nano-metal cutter. She manages to cut the Thallium and has a fully functional gun now. She escapes by sledding down the mountain using a metal board using parallel dimensions to increase her speed and slow down time around her. This gives the player extra control and makes her feel powerful which is rewarding. It is also a security measure as it is a first encounter with a race-type gameplay within this game.

Restricted gameplay: Petra's fixes do not work yet to get her to back to the future, even after all the efforts and she is plunged into grief and despair.

- End of story bubble 7

75% - Plot point three – Hope

Restricted Gameplay: The technology she needs to travel forward in time is far out of her reach. She does have the ability to see into the future by a parallel dimension. Petra only has the ability to tap into the mind of Arne again as they did when they tested that technology and she can enter the minds of others who used the space-time gun before. With Arne under her control, Petra could establish more connections around him during the time she controls him after she escaped from Deicarus. She refuses to break into his mind, it would be one of her last choices.

Gameplay: She decides to use the space-time gun to tune her future vision into major moments of scientific development to gain knowledge about space-time travel.

Restricted Gameplay: Petra finally repairs the space-time gun with her new knowledge and is able to go back home. Sadly the machine is not calibrated properly and arrives 6 years into her future. She finds that her family has been arrested and she resolves to take drastic measures - end of story bubble 8

Mission 9 - Entering Arne Regular Gameplay: Petra desperately uses her space-time gun to take over Arne's mind, she controls Arne in the moment shortly after Petra escaped from Deicarus. Petra finds out the location of her family through Arne, who is still trusted by Deicarus.

Mission 10 - Hacking brilliant minds Regular Gameplay: Petra makes an opening in the consciousness of Deicarus, so she can easily enter his mind in the future.

Mission 11 - Arne's allegiance Regular Gameplay: Petra makes the choice for Arne to start investigating the situation and make sure Arne fully supports her **or** follow Deicarus to make Arne soften Deicarus' strict world views, in the hope that she gets a safer return. - end of story bubble 9

Mission 12 - Deicarus' power Regular Gameplay: When Petra leaves Arne's mind she rests her space-time connected vision and prepares to enter Deicarus' mind. When Petra controls Deicarus she uses his authority to set her family free, and bring them under protection anonymously.

Mission 13 - Consciousness machine Regular Gameplay: Petra will search for any signs of progression on the consciousness machine, without alarming close people to Deicarus. She finds out that the machine is ready to be used. Petra is not able to do anything about it, because if a scientist or guard finds out that Deicarus is taken over, they will trap Petra's vision and destroy it, killing Petra.

Mission 14 - Minding other people's business Regular Gameplay: Finally Petra makes Deicarus' guards more susceptible to take over their mind for her advantage.

Restricted Gameplay: Moments after Petra leaving Deicarus' mind, she keeps her future vision around Deicarus to see what he does with machine he created using the space-time technology and the consciousness technology. The machine can be used to impose his views and convince the people on the colonised planets in the solar system. Deicarus is now protected by his machine against space-time guns to enter his mind. Although Deicarus can not directly control anyone like Petra can one at a time, he still gets the people inspired to choose him as ultimate leader of the solar system Orcodio takes part of. - end of story bubble 10

Mission 15 - Orcodio Regular Gameplay: The world is broken in spirit, deprived of variety and personality, but the people do not seem to have the slightest clue all being affected by the machine. While Petra tries to find her family, she is spotted and obstructed by Deicarus using the global consciousness.

Restricted Gameplay: With Deicarus having control over the 'shared consciousness', he is now threatening the survival of Petra's family again. Desperate and angry, running out of options she decides to take on the root of the problems. Her years of trying to get the space-time gun to work have given her fundamental insights in how the space-time aspect and the consciousness aspect

works. She will combine the knowledge with her skills and try to take down the galaxy-consciousness machine. She sets off to the headquarters of Deicarus.

90-95% - "The Black Moment"

Regular Gameplay: Once inside, Petra has to face off against the guards of Deicarus. After barely defeating the henchmen she is exhausted and wounded. Deicarus enters the area with his two best guards. Deicarus' guards take down Petra.

Restricted Gameplay: Arne and other scientists enter the situation, Arne is deeply concerned about Petra's fate. Deicarus wants to kill the barely conscious Petra and be done with his struggle against Petra. Arne and the other characters in the vicinity try to convince Deicarus not to kill Petra, whilst their speeches seem moving and reasonable, Deicarus becomes frustrated and decides to kill her anyway. All hope that was built up is now seemingly lost. Just as Petra returns to a relatively conscious state, Deicarus deals a final blow, critically injuring her. She managed to intrude the mind of one of the weakened guards in the area and makes him call her family back to Deicarus' consciousness machine, she then moves the guard to the machine itself. She makes a connection with the machine, but everything turns black and she returns to her final moments before collapsing. In vain she tries stand up again recover from the blow, just barely managing to speak the words: "You cannot kill me, I am ..." - Before Petra manages end her sentence she succumbs to her wounds.

95%-100% - Resolution

Cutscene: Momentarily the room is silent, in awe of what had just happened, until Arne says: "Petra" with a straight face. Deicarus looks confused and irritated at Arne, who turns his glance from Petra to Deicarus and says "I am Petra". One of Deicarus' personal guards firmly says: "I am Petra". Arne says: "I am Petra, we are all Petra. You are Petra." Deicarus groans frustrated: "What are you talking about?" His face turns expressionless and says: "I am Petra." He then regains control of his consciousness and reacts shocked and outraged. Arne continues: "I sacrificed myself whilst connected to the other dimensions. I may be dead here, but, I live on. Interconnected to the consciousness of all the people in the solar system. They all share my knowledge now, my experiences, what you know and what Arne knows"

Interactive cutscene: Petra takes over the consciousnesses of Deicarus' personal guards squad in the scene; Petra now chooses the fate of Deicarus, imprison him or kill him. If Arne was close to Deicarus after Petra left Arne's mind, Deicarus will adapt to Petra's vision if he is not killed or imprisoned. Back in the machine she needs to decide what she is going to use her last energy for, as her body is lifeless and will not be able to recharge her energy.

1. She can choose to do one final epic research, revolutionizing science leaving an everlasting legacy like Newton and Einstein.
2. Petra can also use her last energy to spread her ideals and free the Neptalese of the of disapproval by everyone, caused by their violent history.
3. The last option is for Petra not to use the energy at once and stay with her family as long as possible.

Cutscenes: Different cutscenes occur showing the outcome of the players' choice.

1. The final research will announce a new age of scientific discovery making the civilization prosper and spread quickly across the universe, fulfilling her dream of helping the civilization through science. She will also be respected by Deicarus, if he lives and if Arne got closer with him and talked him into moderating his views and actions.

2. Her ideas of freedom, independence and equal wealth will bring peace and harmony on the colonies through the solar system. The burden of the Neptalese is cast off.

Making these first two choices will destroy the machine and sacrifice Deicarus, Arne, most part of the city around and her family which is now in vicinity without knowing the dangers.

3. Petra will use last energy to stay with her family as long as possible in peace, in the form of the machine. Having contributed to research, having saved city around the facility from disaster, Petra and her family are protected and maintained by the government. Hephistion does not need to worry about his career anymore and is quickly helped by therapy and Petra, freeing him from his traumas.