

Asimov Story Document

Background:

The Station [Station Name] is a new effort in modern research. It is intended to take in a rotating multi-disciplinary research crew every 5 years. The crew primarily focuses on the research of gathered materials not native to Earth and their effects on Earth's plant life and potential for usage in engineering and other applications.

The station itself is designed to minimize mental strain on the crew with gentle curves and lights, creating more organically pleasing shapes than most stations of similar purpose neglect.

Premise:

Asimov is an environmental puzzle game in which the player plays a maintenance droid. Finding the Human Crew got in the way of optimal system flow, the droid murders them all. Circumventing internal programming/being damaged by Crew defending themselves causes the Droid's internal memory core to be damaged.

The droid no longer remembers the murders or what happened to the crew, the player enters control of the droid trying to continue daily functions of the station as normal. It becomes clear that something is wrong with the Crew, when none of them arrive to their prepared breakfast or for their assigned shifts. The droid begins to attempt to fulfill the duties of the human crew in their absence.

All zones appear 'clean' and normal as they would be normally functioning.

Completing a zone's story will restore the damaged memory connections [potentially a mini-game to finish connecting the damaged parts?] and reveal the actual visual state of the space.

It should become evident throughout the level that something isn't right. Implication should be slow to tell the player that they're playing the monster. Otherwise, it should be implied more that there may be a monster on board.

Outline:

Plot-twist: parts of the station were destroyed or damaged when crew members attempted to destroy the asimov unit as it attacked them.

Living Quarters (Isaac): See Level Progression Document

Hydroponics (Galen + Sam): See Level Progression Document

Research (Galen): See Level Progression Document

Storage (Sam):

Requirements:

- Organize cargo
- Retrieve items for sections

Dangers:

- Large, moving machines
- Open space

Win Conditions:

- Don't let critical supplies get flung out into space

Engineering (Galen + Isaac):

Requirements:

- Replace reactor coolant
- Close valves venting toxic gasses

Dangers:

- Lasers
- Acid
- Toxic gasses
- Large machinery

Characters: See Spreadsheet titled "People".