

[About This Document](#)

[Purpose](#)

[Making Contributions](#)

[Detail Glossary](#)

[Bloobo Particle](#)

[TubeTech Solutions](#)

[TubeTech Group](#)

[Aandro](#)

[STORY MODE](#)

[Custom Level Creator](#)

[The Player](#)

[Bloobo Monster](#)

[“Bloovolution”](#)

[TubeTech Bloobo Testing Environments / Tubes](#)

[Blooprints / Blooprint Drafters](#)

[TubeTech Exceptional Creatives / Tubetech Exceptional Creative Program](#)

[TubeTech Exceptional Creative Onboarding Process/NDA](#)

[Rayne](#)

[Miranda](#)

[Philip](#)

[TubeTech Triathletic Golf Tournament](#)

[Timeline](#)

About This Document

Purpose

The purpose of this document is to neatly organize all worldbuilding related information to Bloobo the game, TubeTech the fictional company, everything in-between and more.

It should serve as a shared, living document that holds information that we, the Bloobo team, agree is canon. If and when questions arise and a team member is not readily accessible to help you, please refer to this document.

This document should be maintained throughout the entirety of development.

Making Contributions

Here's a step-by-step explanation of how to add to and update the table of contents

1. Make a header using Heading 2 text size if your content fits into one of the existing categories like Detail Glossary or Timeline. If you need to also create a new parent category, make that Heading 1 text size.
2. Add your bullet points, paragraphs, text, etc.
3. Click the table of contents above and click the Update button that appears in the top-left corner

Detail Glossary

Bloobo Particle

- A recently discovered subatomic particle that represents a “spark of inspiration”
- Bloobo attempt to find another brain to inspire once created
- If Bloobo fail to inspire or their “idea” fails to succeed, they fade from possibility
- The success or failure of a Bloobo affects the world’s net quantity of creativity
- Each Bloobo is unique to its creator and unique from other Bloobo in the specific idea it represents
- Bloobo can be engineered into “Anti-Bloobo” that inspire the **fear of failure** instead of the **hope for success**
- Bloobo challenge all notions of biology and physics by having and exerting some form of willpower on a subatomic scale
- Bloobo can cause various phenomena, such as changing the workings of AI or their appearance in on-screen representations, through this willpower
- Different physical and psychological phenomena can affect Bloobo (e.g. attraction to water and stress, repulsion to complacency and electricity)
- Bloobo can have their physical properties changed by experimental TubeTech components (e.g. being temporarily “lightened” or “thickened”, being turned into Anti-Bloobo, etc.)

TubeTech Solutions

- A carbon nanotube company founded by Jonathan Tube in 1996, part of the larger “TubeTech Group”
- A private company with many business partners and ties to other industries, most notably the highly lucrative **transistor industry**
- Well-regarded in the larger scientific and industrial communities, but **blatantly pragmatic and abusive** on the inside
- Created all of their own software and technology, which they use proprietarily (e.g. Aandro, the “tube” between levels, the testing software and stations used by the player character)
- **Want to use Anti-Bloobo/the Bloobo Monster to control and monopolize creative thought**
- Have put out a call for “exceptional creatives” to join their company (and create failed Bloobo they can engineer into Anti-Bloobo)
- This call has led to inquiry and suspicion from their business partners

TubeTech Group

- Comprised of TubeTech Solutions, TubeTech Software Solutions, TubeTech Materials, and TubeTech Marine, a conglomerate of several offshoots of TubeTech Solutions

Aandro (ANN-dro)

- An AI created by TubeTech as a virtual assistant
- Evolved into a sentient AI with machine learning **as a result of high Bloobo exposure**
- Was retooled by TubeTech as a “representative” who **gaslights the player**
- Gets less intelligent as the game progresses due to TubeTech using it as a guinea pig for the effects of failed and Anti-Bloobo
- Starts out as a kind of disgustingly sanded-down and sterile corporate mascot
- Is ultimately a **semi-sympathetic figure** with little agency of its own
- An AI that was created on accident by Rayne, a software engineer intern, during the covid pandemic in late 2022
- A paradox to the Bloobos’ existence. While Bloobos exist to spread creative ideas through their energies, Aandro is logical due to its origins being from the combination of Bloobo energy and a computer
- Can only be seen through the user interface of the lab's many devices and don't yet have a physical form apart from the systems they reside in

- They have a robotic voice with the ability to mimic any of the voices they've heard before. They use this to entertain the player at times with office gossip skits
- They have a childlike disposition in most cases, considering it is a new AI that hasn't explored much other than what was taught to them. The lab has restricted areas in which Aandro can operate and the information it can read. Don't have access to the internet
- Acts a lot like a human, curious, playing pranks, and even looking for their creator's approval
- Doesn't know right from wrong and hence continues with the Bloobo project without guilt until much later when the concept is explained to them

STORY MODE

- Player tests Bloobo via TubeTech touch screen interfaces connected around TubeTech's complex by the tube
- These interfaces were originally made to test experimental transistor structures, but have been hastily retooled to test Bloobos
- The interfaces are placed in different physical and psychological environments (e.g. a boiler room or an office where co-workers dislike each other) to see Bloobos' reactions to them
- The high-stress environment of TubeTech is used to motivate Bloobo to navigate otherwise Bloobo-repulsive circuitry
- The tube daisy-chains them together, connecting Aandro and the Bloobos to each test
- Player is gaslit into thinking TubeTech wants their successful Bloobo when really TubeTech wants to harvest failed Bloobo

Custom Level Creator

- Player makes and stress-tests designs ("Blooprints") for experimental Bloobo testing setups with simulated parameters
- The custom level creator mode takes place in **a different division of TubeTech Solutions** that prepares future Bloobo testing environments
- **Playback of custom levels is "simulated"** and isn't taking place with actual Bloobo involved
- The custom level library is run by a tired and apathetic attendant

- Temporarily named “The Lab”

The Player

- An “exceptional creative” who joins TubeTech to **“make the world a more creative place”**
- **Engineers, solves, discovers, experiments, optimizes, learns, applies**
- Learns about the abusive nature of TubeTech and their true intentions
- **Develops sympathy for Bloobo and Aandro** after learning both are being harmed by the tests
- Uses what they’ve learned to take down the Bloobo Monster and expose the existence of Bloobo to the world

Bloobo Monster

- An amalgam of all the player’s failed Bloobo turned into Anti-Bloobo
- Wrecks TubeTech’s complex in the final act
- Turns back into positive Bloobo after being defeated
- Becomes more “unstable” the more Bloobo are a part of it

“Bloovolution”

- Blanket term for the effects of Bloobo on intelligences around them (e.g. origin of/changes in Aandro, successful tests, interactions between Bloobo and different psychological environments, the effects of Anti-Bloobo)
- I just wanted to write the word “bloovolution”

TubeTech Bloobo Testing Environments / Tubes

- Any of several hastily-built interfaces around the TubeTech Solutions complex used to test Bloobo
- The tube connects testing environments to both expedite the process of testing in different environments and test successful Bloobo in new environments

Bloobprints/Bloobprint Drafters

- Designs for testing environments shared throughout the TubeTech complex
- Bloobprint “playback” allows TubeTech to simulate and test the practicality of a possible environment before physically creating it, but doesn’t provide actual “usable data” or Anti-Bloobo because no actual Bloobo are involved
- The custom level creator essentially consists of the player using one machine to draft and play back Bloobprints
- People who draft Bloobprints are simply called “Bloobprint Drafters”, but since they’re treated as an afterthought due to their lack of “usable data”/Anti-Bloobo and subjected to a kind of intra-company classism of the red vs. blue badge variety, almost no one applies for drafting as their job and everyone just does it as a side hustle/hobby instead

TubeTech Exceptional Creatives/TubeTech Exceptional Creative Program

- A slew of artists, engineers, architects, musicians, mathematicians, programmers, designers, scientists, machinists, and other **STEAM creatives chosen from a wide applicant pool to participate in Bloobo testing.**
- Exceptional Creatives are subjected to a **suspiciously lenient vetting process** and a ridiculous amount of paperwork
- All Exceptional Creatives responded to ads placed by TubeTech at various consumer and scientific conventions
- Exceptional Creatives are **deliberately misled as to the nature and purpose of their work** both in advertising and at TubeTech Solutions proper

TubeTech Exceptional Creative Onboarding Process/NDA

- Exceptional Creatives have to fill out a long-winded, hastily-edited, blatantly predatory and still amateurishly-far-from-airtight non-disclosure agreement before being onboarded, which Jonathan Tube also has to sign as chairman of TubeTech Solutions (not that even he bothered reading it - on top of random jokes made by the lawyer who wrote it that refer to top-secret company information, *there's an entire clause where the editor vents about said jokes*)

Rayne

- A software engineer intern hired by TubeTech during the COVID-19 pandemic amidst a period of frequent layoffs
- **Perpetually highly stressed** due to an unreasonably large workload and low job security
- **Partially responsible for the creation of Aandro** due to an incident involving a rainstorm, blooolution of Aandro's much-less-advanced prototype, and their own firing
- Was one of the highest paid employees at the company before it was discovered that Aandro was actually created by Bloobos.
- Hasn't been fired due to the NDA and currently lurks in the corridors between doing maintenance for various systems

Barbara

- TubeTech's receptionist

Miranda

- A contract lawyer who worked with TubeTech before suddenly quitting after drafting the NDA the player signs
- **Is privy to some TubeTech secrets out of legal necessity**, but just mocks them flippantly/exasperatedly instead of actually doing anything about it

Philip

- A second lawyer hired to edit the contract Miranda wrote, who promptly quits after seeing Miranda's draft and adding his own complaints to it

TubeTech Triathletic Golf Tournament

- A yearly event held by TubeTech as partially a show for its business partners (all of whom Jonathan Tube is golf buddies with) and partially as a way for said golf clique to rather painfully style on their employees for about ten hours straight
- Think teachers-vs.-students basketball games, but about ten times as boring and brutal
- The events are golf, mini-golf, and disc golf.

Bloobo Five

- The customary five-minute grace period for all Bloobical meetings, gatherings, discourse, breaks etc.

Timeline

1996- TubeTech Solutions is founded

2000- TubeTech Group is established

Late 2020- Aandro is created

Early 2021- Bloobo particle is discovered

2022- Events of the game