

inDuo Games

AT WORLD'S END / AWE

Full documentation

Written by: Alacris, Jute, Zyonic
Compiled by: Alacris, Jute

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CHARACTERS

Main protagonists

Phillip Ondiz-Batty (Phil)

AGE: 23

College grad - majored in English Literature

Intelligence - above average (IQ 116, does not change)

Personality: Ambivert (at the start of the game, changes depending on the player)

Friendship Status: Popular (changes depending on the player)

Relationship Status: Taken (can break up, might choose homosexual partner)

Relations w/ Parents: Meh (changes depending on the player)

Skills: ... (others based on Intelligence)

Flaws: ... (others based on Intelligence)

D Batty

Phil's dad, age: 54

A conservationist, scientist.

Candice Ondiz

Phil's mother, age: 51

Also a scientist, the brain behind inSpace. Used to work with Enter in the past to develop a space cargo transportation infrastructure. She probably still pursues her studies secretly. She is very loving towards Phil and his sister and expresses her love far better than D, which is why Phil gets along with his mother better, albeit not as much as other kids do.

(PHIL'S SISTER) Batty

Phil's sister, age: 10

Phil's younger sister. She is initially bratty and very needy of a child, which makes Phil think he is unneeded. Towards the end of the game, she expresses her gratitude for Phil and her parents (before they go off to another planet).

BOYFRIEND / GIRLFRIEND

Personality varies depending on Phil's choices, but they give Phil a lot of chances and opportunities to seek help, even if Phil outright denies and disrespects them.

John Davis

Phil's best friend, age: 45

John is a successful businessman who settled in Ascension Island over two decades ago. He once lost all he had through credit card fraud and expresses this in his nonchalant and skeptical personality. He also once told Phil that "identity fraud is not a joke". John uses his money for philanthropic purposes and has connections in all sorts of organizations. John is an old friend of Phil's mom who helped fund inSpace, and he met Phil through her. Neither John nor Phil's mom has told Phil of her previous correlations.

The antagonist

Enter Eman

Businessman, age: 50

Enter Eman is the co-founder and CEO of inSpace and a major shareholder of several organizations, most notably NASA. He is never revealed to be the antagonist of the story, only shown in short, irrelevant clips on television. He was once friends with Phil's mom and they both founded inSpace together, but had a fallout once Phil's mom wanted to leave because of her unborn baby (Phil). Enter also wanted to be in a relationship with Phil's mother and thought she liked him back, but only when she mentioned the baby did he find out she was a married woman. Enter started acting out of spite and eventually spiraled into a worse person for it, losing his way in life and acting only upon selfish interests.,

How did he make his fortune? Invested into space tourism early, worked on revolutionary ways to transport goods in space, and develop space infrastructure technology (reference from Redwire Corporation)

Current occupation: CEO of inSpace, Council Member at NASA

Ambitions: He wants to speed up the colonization of Mars and other planets, because of his hand in the space infrastructure monopoly, he could make loads of money for people relying on his work.

Skills: Master at networking and communication, PR, dedicated, unwilling to give up

Flaws: self-centered, stubborn, unwilling to see let alone admit mistakes, reckless

STORY

Prologue

Date: March 20, 2068

Location: Georgetown (General store) and Two Boats Village (Phil's home)

Decades from now, humanity has entered a new golden era of invention. AI has become commonplace in almost all parts of daily life, weapons can now pulverize entire continents, and space travel has progressed far enough that colonization of Mars finally is ready to begin in earnest now after the first successful manned space mission to the Red Planet.

However, Earth is still home to a growing amount of disasters that make life on Earth increasingly hard for more and more people. Global warming, while no longer out of control, has led to more natural disasters, raised water levels, and increased desertification. Deforestation, especially in the tropics, has reached a critical point. Fossil fuel reserves are mostly used up and alternatives are still plagued by problems.

Nonetheless, in many cities life continues mostly as normal, as it also does in many remote corners of the world, such as Ascension Island in the middle of the Atlantic Ocean, where NASA used to track the Apollo moon landings about a century ago and still maintains a telescope to monitor space debris that could pose a risk for space travel.

Life on the small isolated island, thousands of kilometers away from the continent, is mostly uneventful for Phil, the son of a conservationist mother and a rocket scientist father. He enjoys being away from the crowds of the cities on the mainland and whenever he has no college lectures he spends his days mostly outside, although he also likes to spend quiet evenings at home. Sometimes he is accompanied by his wealthy friend John Davis known for having several practical technical skills and many good connections to higher-ups on the island, including at NASA and the Royal Air Force. The two have known each other for years.

Phil is more the thinking type, he grew up reading Edgar Allan Poe and Enid Blyton and would often try to imitate his favorite characters, enjoying studying them and their interactions for hours. As a result, he ended up majoring in English literature. (This can change depending on player input)

Phil just finished his last lectures and exams a week ago. A small community such as Georgetown on Ascension Island naturally has no college of its own and being so remote means that for Phil everything takes place online, especially less practical subjects such as English literature.

John Davis and Phil were in a store in Georgetown to buy dog food for Phil's dog. John told Phil that he had sources at the island's telescope that told him that strange meteors had been sighted in the sky, and something might be up. Phil tried convincing him that it might just be the usual shooting stars combined with space trash, but John reminded him that the clean-up of the sky had progressed a lot already, and there was no reason to expect this development to reverse. Phil acknowledged it but still didn't want to worry.

Alongside the dog food, Phil also bought a soda. He took a sip of it, and almost burned his tongue. A TV in the store reports that unprecedented and dangerous meteor showers were being reported all over the world. The news reporter was visibly agitated and talking very fast. She mentioned the threat of tsunamis, earthquakes and other disasters such as crop failures as a result of the sun being blocked by dust thrown into the sky. Infrastructure and technology were at risk in several regions, especially those located at coasts or already suffering from strain such as in California.

A NASA official was interviewed and said that his team was not sure what was causing this meteor shower, but that they were investigating using their new transport technology from their partner Enter Eman, an eccentric billionaire and his company inSpace. Usually, Phil was a person that could remain calm and level-headed in intense situations, and would even laugh at problems life was throwing at him, but this meteor shower was worrying him, too. It was also rather warm on the island, and the AC in the shop seems to have been broken.

Phil and John tried to ignore it and have a couple of drinks, this time properly cooled, and talked about trying to observe these meteors that were supposed to be visible in the sky tonight, and that the official on TV must have been exaggerating that to get famous or something.

Phil headed back home sometime later, taking his car to drive back to Two Boats Village. The temperature seems to have increased even more since when he came, causing Phil to sweat profusely, even with just a plain t-shirt. By the time Phil

reached home, he saw his dog waiting outside for him, panting and barking. Phil played a bit with him and let him do some tricks before going inside.

He was planning on getting ready to relax in his bed on a sunny evening, ready to catch up on his favorite fishing show. Ascension Island had been a favorite among sports fishermen for decades after the island opened up for tourism at the beginning of the century and Phil enjoys fishing a lot. There's nothing quite like bringing home a big wahoo fish and grilling it with some lemon juice.

However, today was different. As he turned on the TV, his dog started barking uncontrollably. He tried to cool him down, but it didn't help. Then Phil heard a whooshing sound from the sky. He stepped outside and looked up. To his surprise, something that seemed to resemble a meteor was falling down his backyard at an alarming pace. Before he could react, the meteorite hit the ground, making Phil trip in surprise, fall and get knocked out.

Chapter 1

[This is where the game begins.]

Date: March 20, 2068

Location: Phil's home (Two Boats Village)

He awakens half an hour later and sees John Davis and his dog outside his backyard. John's chopper is parked right outside his backyard, and his dog is licking his face. He asks John what happened, and John says that he came here to hang out and found him like this. However, it doesn't take them long to finally address the meteor, and the player starts inspecting it.

Phil feels unusually chilly. As he checked the meteor out, he was greeted by an astonishing sight. Two pieces of a meteor, but no ordinary ones. One smaller, one larger, the larger the size of a normal beach ball.

As a means of taking action, he goes to his parent's house, where his little sister lives too. He goes there to make sure they're okay and also tells them about the news. Phil's parents also don't believe him, but that's only said when Phil's sister is in the room too. After she leaves, they try to calm Phil down and comfort him a bit. Phil doesn't know what to do. *(Conversation gameplay tutorial)*

John tells Phil he's gonna get a crew here and take the meteorite in to get samples and such, meanwhile warning Phil that he should start preparing.

"Preparing for what?" asked Phil

– "Worst case, the end of the world. We don't know yet," answered John matter-of-factly, his tone a mixture of grim foreboding and his usual nonchalant attitude.

Phil doesn't say anything, but inside he feels his stomach turn. He can't remember a time when John ever turned out to be wrong, even when it seemed unlikely.

John warns Phil not to mention this incident to anyone. He denotes that the meteor should never get into the wrong hands, especially not the businessmen. (a remark about Enter, foreshadowing)

Going inside, Phil finds that his parents have dropped in for a visit and are rather dismissive of the idea that the end might be coming. They encourage Phil to do things and get his mind off the doomsday news reporting.

Phil feels blown away, because how can they just sit there like that and be so unaffected? (*Conversational fight, with lower stakes, just giving or not giving a bonus*) He feels a bit insulted and grumpy, so he leaves by slamming the door, goes to his room, and sleeps for the day, but not very well.. Something doesn't feel right.

Chapter 2

Date: March 20, 2068

Time: TIMESTAMP

He wakes up in the middle of the night and goes to check the impact site. It has a weird glow in it.

He investigates the impact site. The glow emits from a slightly rusted metal box (due to the radioactive color). Phil grabs a shovel and starts digging around the box, uncovering that it's some sort of a safe. The safe was locked. He decided to deal with it in the morning.

Time: TIMESTAMP

Phil wakes up early in the morning, calls his friend John and tells him about his find and together they drive to Phil's parents' house to grab an angle grinder. When they ask why he reveals his findings to them. Phil's mother remains silent. Phil suspects something when he's in the car and his head is in the clouds but is brought back to reality by John. John asks him what's wrong; as intuition from an old friend. Phil

shrugs it off because even he doesn't know what he suspected about his mother's behavior. He drives back home where he uses the angle grinder to cut the lock open and see what's inside the safe. He finds a bunch of digital tablets. They seem old, but not ancient. By some stroke of luck, Phil remembers his parents carried around chargers of old modeled electronics and found one at his house.

As he turns them on, he finds a folder labeled "research notes". It turns out to be the working diary of a spaceship engineer. John remarked that there were two logos next to the header, one being a NASA logo and another seeming like a hybrid with NASA and some other company. John said it seemed oddly familiar, but couldn't put his finger on it. Phil was bewildered - what were they doing in his backyard? And how long have they been there? Phil looked at the metadata of the blueprints, revealing they were around 25+ years old - older than him even. It is not revealed yet, but the tablets belonged to his mother; the hybrid logo being the collaboration logo between inSpace and NASA. John didn't recognize it because it was over 15 years ago when he worked closely with the company, and he only knew inSpace's logo, not the hybrid logo.

One of these gadgets is a watch with an ominous countdown. Phil jokingly says, "Damn, is this a Doomsday Watch or something?" and laughs nervously. His nervousness is not helped when he notices the lack of feedback from John. Phil hesitantly puts on the watch and sees the timer gradually start speeding up. He panics and quickly takes off the watch, determined to leave it where he found it, but John insists it might be a malfunction. Contrary to the statement he just made, he told Phil to take it with him. Phil didn't want to do it, but remembered John's experience and put it in his pocket.

What else does he find?

Chapter 3

Time: TIMESTAMP

Eventually they plan to get more information from NASA, and tell them everything. But because all NASA stations are engaged in a cover-up, they are met with weirdly and uncharacteristically dismissive responses.

Time: TIMESTAMP

Phil quickly figures out something is wrong here and gets so worked up he hatches the incredible plan to infiltrate and take control of the local "Meter Class

Autonomous Telescope (MCAT)" that usually is tracking [orbital debris](#) to figure out the truth of what is happening.

(It is located at the John Africano NASA/AFRL Orbital Debris Observatory. According to NASA.gov "it covers a 'blind spot' in coverage that the Ground-Based Electro-Optical Deep Space Surveillance (GEODSS) assets, which track debris around the world, were missing."

<https://www.nasa.gov/feature/searching-for-space-junk-in-paradise>)

Phil plans to use John's connections to do so. He confronts John about it and John tries warning him about the hot waters he's getting himself into, but Phil persists and John gives in, with only a sigh in reply.

Chapter 4

Time: TIMESTAMP

With some difficulty (*more, easier conversational bossfights*) they manage to do so while covering their tracks and in the process figure out the truth of a big meteor soon hitting Earth, which devastates Phil. **The meteor is virtually a hologram, but due to advanced alien technology, it can collide with solids, making it seem legit. The meteor also contains aliens deep inside of it, despite it being a hologram, again due to advanced alien tech. All of this is unbeknownst to anyone, including Phil and Davis.**

Time: TIMESTAMP

Later at home, John and Phil talk about what to do next. Unsure how much of a threat the large meteor is, they start joking about finding the blueprints to build the spaceship mentioned in the research notes and leaving Earth to safety.

But then Phil grabs onto that idea and begins to consider it unironically. He knows John has connections at NASA, so maybe it's not that impossible after all. Eventually, he manages to somehow persuade John of the idea and they plan to infiltrate NASA again, this time with the even bolder plan of acquiring spaceship blueprints and parts. John wouldn't usually accept this, but decides to go along with it due to his cautiousness.

Chapter 5

Time: TIMESTAMP

They regain access to the NASA building under false pretenses (or rather, incomplete ones), with John making the case that the meteor is critical for research

at the station. Once inside, they also try to gather information on what spaceship is talked about in the found research notes, how they could get the blueprints, and how they could ship the parts to Ascension. Eventually, after much trouble, lying and deception (conversational bossfights) they gain access to classified documents in a database, and find information about the Venture Vapid. The Venture Vapid was a project made by inSpace Inc., and it was a government project in collaboration with NASA to train pilots for the Space Force. Sure, the design was two decades old, but it was well ahead of its time. Phil and John would surely be able to escape with this spaceship, they think. John doesn't realise that the Venture Vapid is made by inSpace, but catches on when he sees the logo. He also understands that Phil didn't recognize the logo, meaning his mother didn't disclose it to him, which is why John chose to keep silent and respected Phil's mom's wishes. **(Highlight this through John's behavior without telling the audience explicitly)**

TIMESTAMP

Pretending to be the lead of a new secret project on Ascension Island, they file a formal request to ship a bunch of crucial parts for the spaceship (engine etc) and blueprints to Wideawake Airfield. The transport is however obstructed and faces further difficulties, and only after several days of more talks, negotiations and (optionally) "oiling the machine", bribery, the parts arrive a month later, and John has them shipped to his warehouse.

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If the player is not taking the right decisions and doing poorly, the parts do not arrive in time before the endgame, will not be shipped at all or remain stuck somewhere. One or more officials and employees could be akin to bosses that need to be defeated in conversation.

Chapter 6-10(?)

TIMESTAMP

Phil starts running errands which are actually quests to earn quick money.

Regardless of whether or not all parts are shipped **(very low possibility, must have perfect choices in conversations)**, some parts will be left out due to how outdated the Venture Vapid spaceships are and lack of availability. Phil will have to use the money he earns to purchase secondhand parts of spaceships and build his own Venture Vapid with 4 seats. John Davis later purchases 100-200 spaceships for the rest of the island, each having 4-8 seats.

Assembling the spaceship, and if successful, leaving Earth.

Phil has a choice at the end; take dad or gf? Bro says nah, bro takes his gf, or even if

he takes his dad, dad gets flashback, badabing badaboom, the mom stays because dad stays too, mom says Eman will help them (he will not), Phil leaves.
Aliens! Alien language was suggested to be Jutean (including script)

(separate from the chapters) Somewhere around the end of the game, Phil and mom are in a situation where mom is compelled to reveal her association with inSpace and Eman, although Eman's antagonistic ideals aren't revealed. Phil's mom is hesitant and keeps stuttering, but John urges her to let Phil in on it, since he's deeply related to the issue at hand now. She then tells Phil all about her past and why she hid it for so long.

Story from Enter's POV

Enter Eman gains top secret information about a gigantic meteor closing in on Earth, which hasn't been undisclosed yet. He sees that as a reason to speed up colonization to Mars at all costs. He gets very impatient and starts influencing NASA more and more, eventually taking the control entirely into his hands. With his near-unlimited wealth and contacts at NASA, he fakes a giant meteor shower that he says is caused by aliens. To throw off scientists and the general population he hides "alien technology" using space metal (iridium etc.) in the meteor as "proof" of alien involvement. He also manufactures a giant disinformation campaign by paying for huge amounts of social media ads, positive media reporting, and endorsements by corrupt scientists.

However, one of Enter Eman's innovative autonomous space cargo capsules carrying sensitive information and technology (blueprints, gadgets, doomsday clock) gets caught in the meteor rain as well and hits Phil's backyard alongside the manufactured meteor.

Phil decides to investigate and invites his rich friend John Davis over. He then urges Phil to start building the spaceship, promising to use his wealth and business connection to make it possible. He talks a local NASA employee into letting them gain access secretly, and then they ask the US HQ for necessary equipment and material while posing as NASA. The employee helps cover it up. Everything necessary can land on Wideawake Airfield on Ascension Island, which is large enough, as even space shuttles could land on it. The real meteor observed by Enter Enam is a hoax created by real aliens. They use hologram technology to hide a spaceship intent on arriving on Earth to conquer it and use it for their purpose, mainly experiments.

In the canonical ending people who make it to outer space will avoid being enslaved and can start a new life on Mars. However, most don't make it, even most of the government leaders around the world die in the attempt. The ensuing chaos leads to societal collapse and many people die, until only a few million on the continents and those living on remote islands (such as Ascension Island) survive, making it easier for the aliens to take over the planet.

There is also an option for Phil to stay behind with his parents, because his father is a conservationist and he wants to die with Earth, and his mother doesn't want to leave him. If Phil chooses that option instead, the game will cut off, before the meteor hits. On the credits screen, if the Konami code is pressed in sequence, a secret post-credit scene will appear showing the aliens coming and enslaving most of the planet and how Phil survived. As a hint, someone's name in this ending would be Konami (+ some appropriate hints in dialogue?)

GAMEPLAY

The game begins with the player's choices. Some choices are presented to the player, with each choice having specific benefits. For example, one may choose to major in English Literature, giving them persuasive attributes and a certain way with words, while another may choose to major in one of the STEM subjects, increasing their knowledge and capability to build the spaceship more efficiently.

(This also decides some personal life choices, like whether Phil has a girlfriend/boyfriend or if he's single. Phil will have a dog called David regardless of the choices, though the player will be given a choice among 4-6 dogs that he can choose. The player can interact with the dog, petting him, making him do some tricks, etc)

The idea is to display the choices as dialogues accompanied by cutscenes from his life and to see some sort of direct short-term outcome, as the cutscene continues. During the cutscenes the player can already learn the movement and interaction.

Mechanics

Fastforwarding

Phil's exposure to the meteor that landed in his backyard caused him to unlock an ability that allowed him to fast-forward time at any rate. However, he doesn't realize this and thinks that this only happens when he presses a button on the Doomsday Watch, which, by his belief, fast-forwards time due to "alien tech". Seemingly the Watch is behind it, but in reality, it's Phil activating it subconsciously at the press.

On his quest to learn to control the power, Phil visits a voodoo person/witch on the island, who helps him learn to focus and control the speed at which he fast-forwards.

This ability is initially very draining of Phil's "energy" since it is his body doing the fastforwarding and not the watch. Overusing it could lead to extreme fatigue or even death. Eventually the player has full control over the speed and duration and using FF won't cause any blackouts to Phil.

As a day goes on, Phil will get more and more exhausted and eventually needs to sleep, but Phil needs to have enough food (for his "energy") during a day to survive (shelter is guaranteed - he has a home, can visit his parents or sleep at John's place). The player can get fatigued after running or using fastforwarding for a longer period of time. Phil needs to restore his energy by standing still (the player can't move).

Phil can become stressed (have a worse mood) after failing to collect parts/errands because of being late or when failing conversations, affecting his social skills (*SEE: Conversations*). NPCs can trigger different dialogues based on Phil's mood or activity. For example, very rarely a dialogue can be triggered when Phil is running, who is then being questioned of the nature of the player's hastiness.

Effects of the world ending, such as heatwaves, tsunamis, and other events can further hinder the player's ability to progress and use this ability (e.g. in the future access to certain buildings is ruined, making some items unobtainable due to being unreachable or overly damaged).

Conversations

In conversations, if the player is not taking the right decisions and doing poorly, he will have to face negative consequences that may result in a game over. E.g. the spaceship parts do not arrive in time, before the endgame, will not be shipped at all or remain stuck somewhere. Conversations could be akin to non-violent boss fights. Because conversations can last for several ingame days/weeks, or be spread across several separate days, other events happen meanwhile as well.

Fast-forwarding can help Phil avoid having NASA officials detect his scheme and prevents the player from having to wait for too long, but if he does it too much or at the wrong times he can get locked out of important parts or conversations. (conversations are divided into different shipments, this should be 100% clear in-game, of course).

There should be alternatives - more difficult pathways to victory (available on Ascension by doing more difficult and time-consuming tasks) - unless they fail all "boss fights".

He can skip some by fast-forwarding, but this can come with negative consequences. Fast forwarding can also help with reducing how much food Phil needs, however it exhausts Phil and he will be unable to do much for the remainder of the day.

(Assuming this can be integrated well and isn't difficult to implement, maybe Phil can earn money/items by doing errands around the island for the locals)

Gamemode

Survival mode: survival mechanics, time is the biggest enemy, storyline built around it

Spaceship building

1. Some sort of power solution (nuclear, solar, etc)
2. Fast Communication (antennas, receivers)
3. Navigation System
4. Engine System (thrusters, boosters, fuel tank)
5. Oxygen producer / tanks
6. Landing gear
7. Various sensors
8. Cockpit

Detailed list:

The ship made out of a carbon fiber composite w/ aerogel coating

Contains "bridges" which essentially function as "crunch zones", which are made out of titanium.

EXTERNAL LINKS

[AWEGU \(At World's End Game Universe\) timeline document](#)