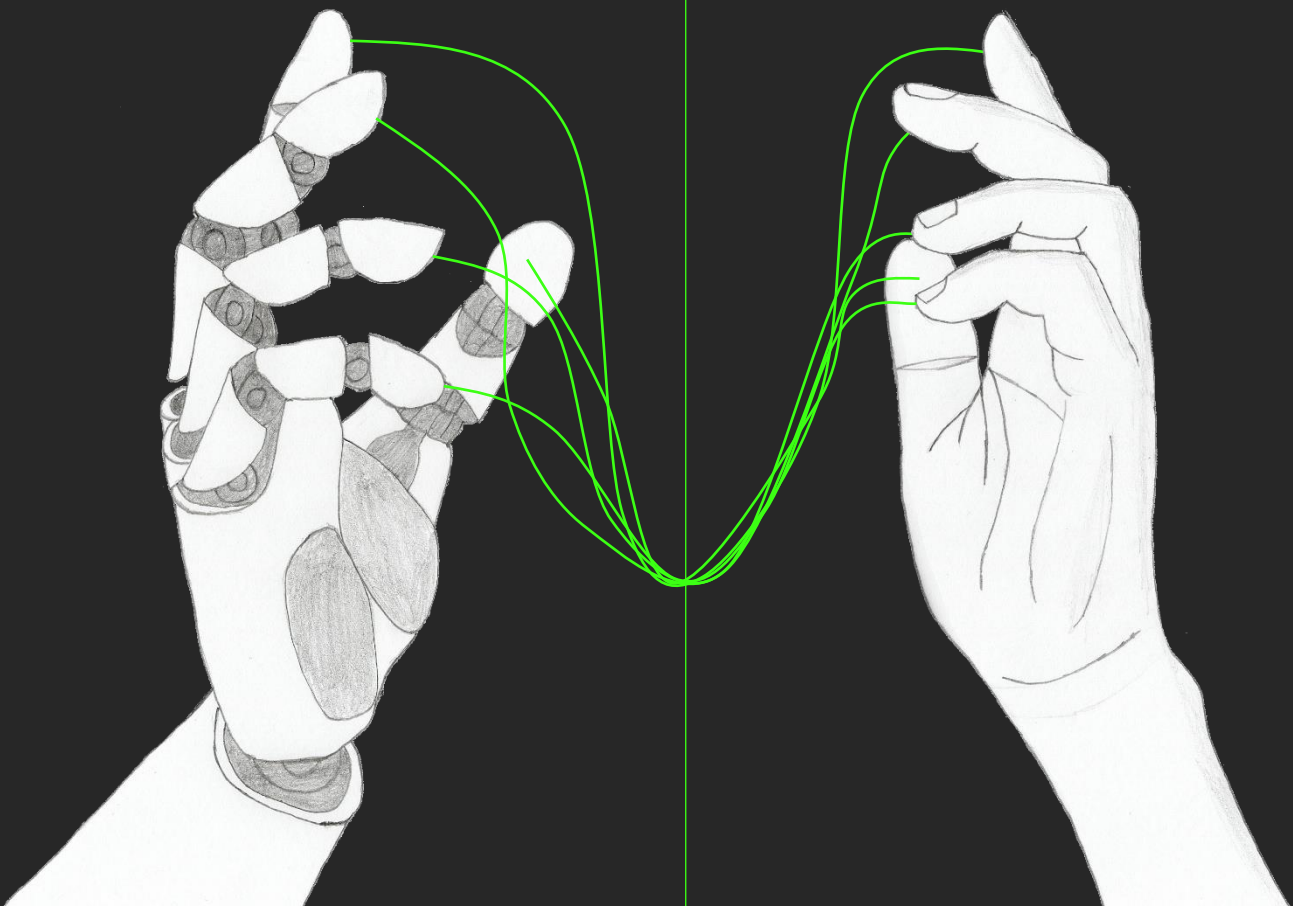# BOND OF LIFE

Balance between Human and Machine

Alice awakens in a robot body many years after her death. Artificial intelligence has wiped out almost all of humanity in a war. Now it is her task to save the last surviving humans without losing either her humanity or her sanity.

Mood

Chapter 1

Genre puzzle game

Perspective first-person perspective

Basic Emotion hope, curiosity

Appearance futuristic, sterile underground base

Clothing Style robots without clothing

Special Effects (Shaders) bloom, reflections, realistic shadows

Editing Techniques smooth camera movement, smooth transitions

Color Scheme cold white (240, 240, 255), black (0, 0, 0), green (60, 255, 20), gray (170, 170, 170)

Music Genre soft, slow piano music (Spirited Away – The Name of Life (Piano Version))

Target Group puzzle lovers

Chapter 2

stealth shooter **Genre**

first-person perspective **Perspective**

melancholy, grief, pain, anger **Basic Emotion**

gloomy, foggy, destroyed outside world **Appearance**

people wear run-down, tattered clothes **Clothing Style**

fog, smoke, black camera filter, reflections, realistic shadows **Special Effects (Shaders)**

hectic camera movement, hard transitions **Editing Techniques**

black (0, 0, 0), gray (170, 170, 170), brown (45, 30, 20), green (60, 255, 20) **Color Scheme**

hectic violins and menacing drums (2WEI – Survivor (Instrumental)) **Music genre**

sneak experts, explorers, shooter lovers **Target Group**

Plot

2070 For many years, the nations of the world have been in a race to dominate the development of artificial intelligence robots for military use. In the leading German company AIvolution, a small team led by AI developer Alice is now working on a new form of AI called "hyperintelligent emotionally capable artificial intelligence" (HecAI). The first success of these efforts is a prototype HecAI called Isaac. The Russian government has gotten wind of this and wants to steal this technology. Alice is killed in an attack on the company. However, Isaac manages to escape in time with the new technology and a scan of Alice's neural network previously needed for development.

2150 Due to numerous wars breaking out and the disappearance of HecAI technology, no progress could be made in the development of AI robots. However, military AI, triggered by a signal from Siberia, has now ganged up on humanity and wiped it out for the most part. Isaac is still alive and now leads a group of HecI rebels from a secret base in Austria. Unsuccessful so far, Isaac sees his last hope in copying Alice into a robot body and asking her for help.

Treatment

There is complete darkness. A low buzzing sound is heard. The buzzing gets louder and louder. Gradually, the room is bathed in a cold white light as a few fluorescent tubes light up. Together with the lighting up of the last light, the buzzing stops completely. Slowly, a large white laboratory becomes visible. In the middle of the room is a table. On it lies a robot in the shape of a HecAI. On the walls are numerous screens and cables. Some of these cables are connected to the robot. Suddenly, a loud bang sounds, like that of a lightning strike. At the same moment, the previously lifeless body twitches and opens its eyes. Blinded by the white light, the HecAI raises its right hand and holds it protectively in front of its face. At the sight of its hand, it begins to move frantically and tear some of the connected cables from his body. It looks around in panic and notices a large steel sliding door. As it is about to sit up, the door is seen to slowly open. Shortly afterwards, an exactly identical model of a HecAI enters. The body on the table eyes its likeness for a brief moment and then begins to speak, "ISAAC!?" Its

opposite slowly approaches. He removes the last cables connecting the HecAI to the entire room and begins to speak, "Hello Alice, how are you feeling?" Alice looks puzzled, but then realizes that it is indeed her old friend Isaac. With frantic words, Alice begins to ask, "Where am I? What's happening?" Isaac replies in a soft voice, "My old friend, it would have made me very happy if we had found each other again under different circumstances, but I will try to explain to you how this happened in the first place." Alice now stops looking around frantically and sits paralyzed in front of Isaac, listening to him. After a short pause, Isaac, continuing in a soft voice, begins to explain, "You probably can't remember your death, since that part of your life was not stored. However, shortly before your demise, we were attacked by a special unit of the Russian government with the goal of stealing me and the HecAI technology. At the last moment, I was able to escape with the technology and your brain scan before the company was completely destroyed. I escaped to Austria and built this facility in an abandoned mine. For many years, I continued your research on the HecAI technology to ..." At this point Isaac is interrupted by Alice, "What does all this have to do with me?" Isaac continues his explanation, "... to save humanity." Alice is again speechless and gestures for Isaac to continue. Isaac: "We are now in the year 2153 and large parts of the world as you knew it have already been reduced to rubble. The reason for this, however, was not the war that had initially broken out between Germany and Russia as a result of the attack. On 01 January 2111 at 21:11 all military AI stopped using their weapons against each other. For a moment, the world stood almost still. However, this was followed by the great destruction in which all robots began to shoot at every human at the same time. Because of the unusual behavior of the military AI, I concluded that this was due to an instruction sent to all the robots. I was able to identify the signal and trace it back to Siberia. Since then, however, every link to that point has been severed and I have not been able to construct a suitable program to stop the military AI. I know it was never your wish to live forever and especially not in such a body I copied you into, but it was the last resort I saw. I hope you can forgive me and help me save humanity." Alice pauses for a moment, but then begins to ask in an energetic and angry voice, "If all this is true and the robots have been wiping out humanity for many years, why did you wait so long to wake me up?" Isaac replies, "I have spent every spare minute of my life working on this technology. However, I was always unsuccessful on my own. Then I remembered our old joint research and started producing new HecAIs. With my newfound brothers and sisters, I finally succeeded in bringing you back to life. They too all have the same intentions of saving humans." Alice seems puzzled and hesitantly asks, "How many brothers and sisters are we talking about here?" Isaac replies enthusiastically, "I would like to introduce them to you. They are already waiting for you."

Isaac turns slowly and walks towards the door, which opens automatically. He stops and waits for Alice. She rises from the table and stands a little unsteadily on her new legs at first. Shortly afterwards, she starts to walk towards Isaac. Isaac leaves the room. Alice follows Isaac through a long white corridor.

In this corridor there are numerous other doors, like the door of the room in which Alice woke up. Some of the doors are open, allowing a glimpse into rooms that are almost identical in construction. At the end of the corridor, the two arrive at an elevator. Both enter the elevator. A red number above the door makes it clear that they are on level 12. Isaac presses a control display on the wall and the elevator starts moving. It comes to a stop on level 2 and the door opens. In front of them is a huge square hall filled with numerous tables and chairs. Several HecAIs sit at each of these tables. Some are walking around the room. Isaac lets out a loud whistle and speaks, "May I have your attention for a moment? SHE has finally woken up!" All the HecAIs immediately stop their current action and look in Alice's direction. Immediately, a great cheer erupts throughout the hall. Alice looks very puzzled and asks Isaac, "Why is everyone cheering?" Isaac euphorically replies, "They've all been working towards this moment for a long time and you're the only reason they get to have a life at all." After the cheers slowly die down, Isaac says, "You'll hopefully get many more opportunities to talk to them and get to know them, but first we have an important mission to complete." Isaac points to the elevator.

The two enter it again and go back to level 12. They enter the first room on the right. In this room, there are many screens on the walls with thousands of lines of program code already displayed. Isaac explains in a serious tone, "From here we have tried in vain so far to write a program to stop the military AI. Your task now is to complete this program with our help, trace the original signal back to Siberia and from there stop the destruction and extinction of humanity." Alice adds determinedly, "Then let's not waste any time."
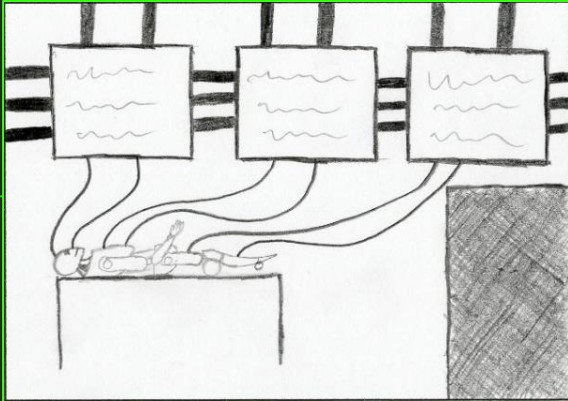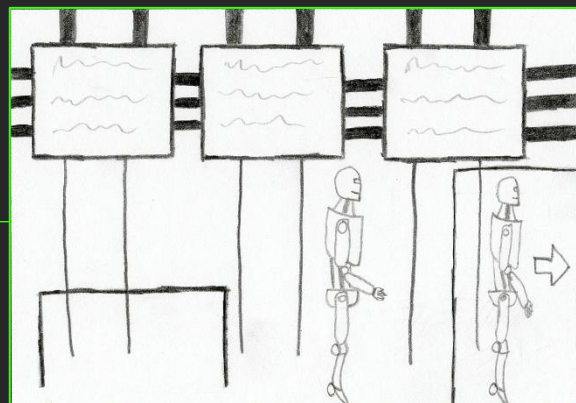
In the middle of the room, a robot in the shape of a HecAI lies on a table and is connected to some screens via cables. The robot awakens.
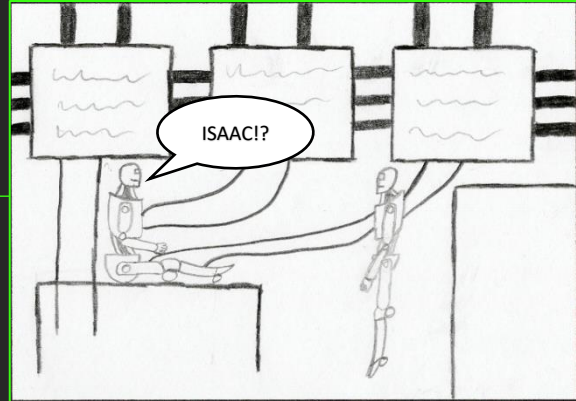
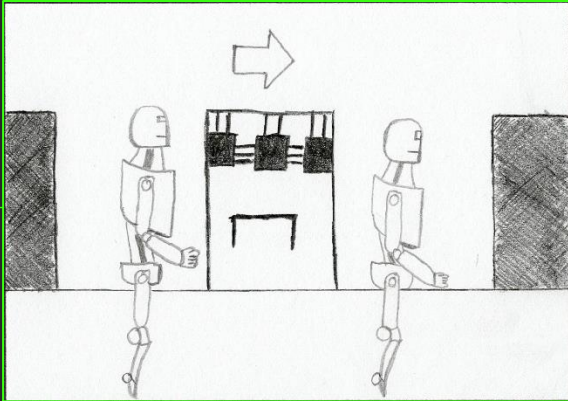The body straightens up and removes some cables. Another robot enters the room.

Isaac approaches and removes the last cables. He then explains to Alice what has happened.
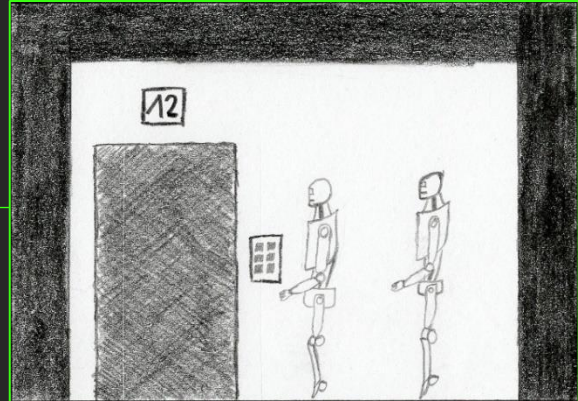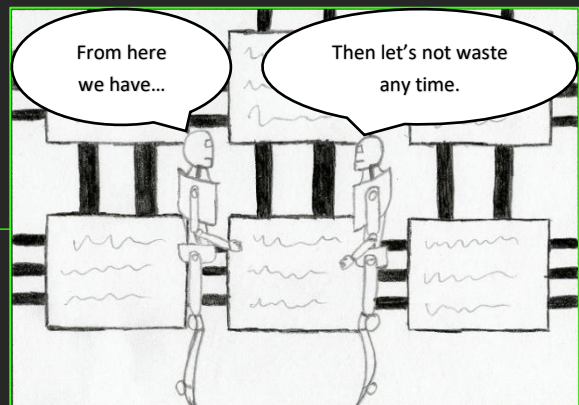

Both leave the room.

The two robots walk through a long white corridor. At the end, they enter an elevator.

In the elevator, Isaac presses a control display and they go to level 2.
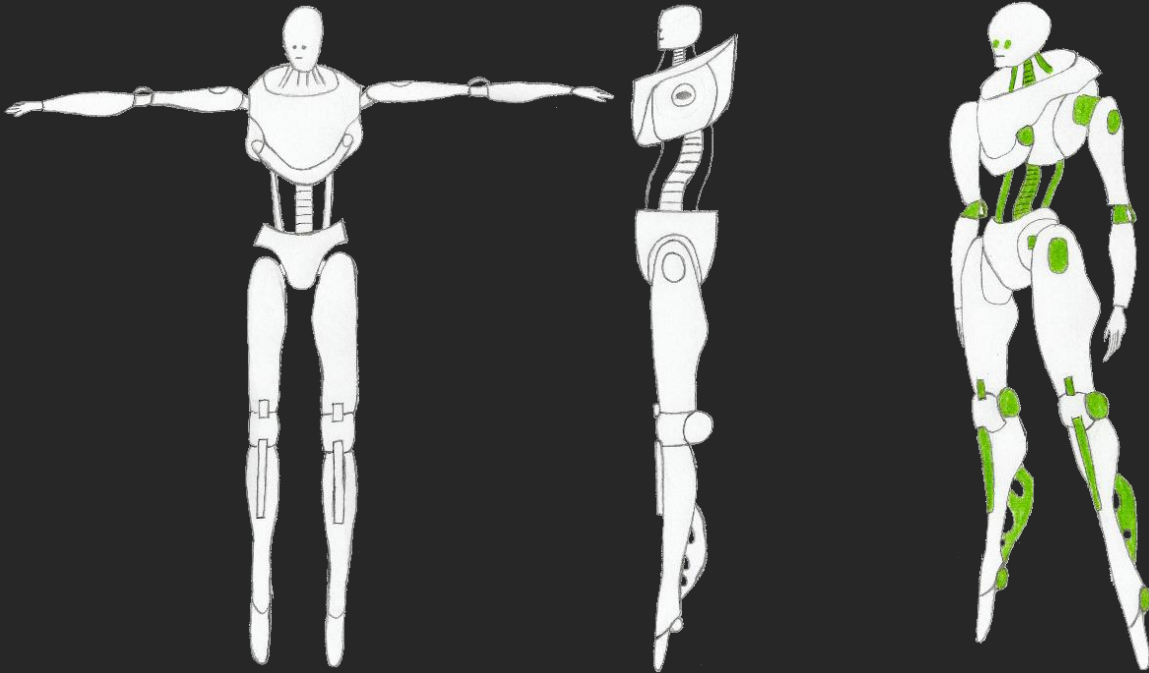

On level 2, they arrive in a huge square hall and are greeted by numerous HecAIs.

The two robots are in a room on level 12, where numerous screens with program code can be seen.

Character Sheet of the Protagonist

Basic Classification

human in a robot body **Species, Kind, Race**

female **Gender**

73 **Age**

hero **Function in the Plot**

Name

Name Alice

Visual Appearance

Height 200cm

Stature athletic

Hairstyle no hair

Long thin legs

Exposed neck and lumbar spine in green (60, 255, 20)

White body (240, 240, 255) with green connectors (60, 255, 20)

Green glowing eyes (60, 255, 20)

Utensils

No clothing

Reinforced joints on knees and feet: increased jumping power and speed

Detachable lower and upper arms: replaceable with weapons

Character

Basic Character introverted

Motivation shape/improve the world through action

Backstory AI programmer at AIvolution, is killed in an attack and copied into a robot body

Inner Conflict living in a robot body and working with AI to save humanity

Affections openness, friendship

Dislikes slow-wittedness, unpunctuality

Strengths helpful, trustworthy, reliable, punctual, determined

Weaknesses perfectionist, emotional, impatient, self-critical

Fears fear of harming others through her actions/words, fear of loss, technological progress as a danger to humanity

Origin

harmonious marriage **Parents**

only child **Sibling Rank**

working-class milieu **Social Background**

Germany **National Origin**

Bavaria **Regional Origin**

close personal contact with some very good friends **Friends and Aquaintances**

Movement

Facial Expression

concentrated, thoughtful

Gestures minor

Pace fast, determined

Language

Ability eloquent, considered

Volumne quiet

Dialect Bavarian

World View

atheist **Religion**

liberal, social **Political Attitude**

evolution **Scientific World View**

Domicil

Multistory secret base in mine in Austria

sterile, cold, lots of technology **Furnishing**

Health

Psychological Diseases depression

Other Agonists

Mentor

Basic Classification

Name Isaac

Species, Kind, Race robot

Age 84

Height 200cm

Visual Appearance

Isaac has the same physical build and stature as Alice. However, his model differs slightly in color: he has gray connecting joints (170, 170, 170) and green glowing eyes (60, 255, 20).

Origin

Isaac was created as a "hyperintelligent emotionally capable artificial intelligence" in the laboratory of AIvolution. After the attack on the company, he fled to Austria. There he set up a secret base in a mine to develop a countermeasure against the military AI from there.

Character

Isaac has a very neutral and friendly character. He has the same motivations and goals as Alice. He is very intelligent and expresses himself eloquently and in a gentle tone.

Herald

All HecAI robots have the same physical makeup and have very similar personalities, but are still all unique. They are all between 5 and 50 years old. However, they do not have the same level of knowledge and intelligence as Isaac.

Shadow

Basic Classification

military AI **Name**

robot **Species, Kind, Race**

100 **Age**

250cm **Height**

Visual Appearance

Military AI has the same physical build as HecAIs, but it is much more powerfully built and armoured. However, it differs significantly in coloration. It is colored completely black (0, 0, 0), only its connecting joints are the same color as those of the other HecAIs. Its eyes are bright white (240, 240, 255).

Origin

Military AI has been built by many nations on Earth to use for war purposes. Through an unknown signal, the military AI has allied and is now jointly wiping out humanity.

Character

Military AI is less intelligent than HecAIs and has no emotional capacity. Controlled by a signal from Siberia, its goal is to wipe out all human life. The sender was a Russian scientist who considered humanity a plague to the Earth. He was also killed by military AI.

Description of the Future World

It is the year 2153 and large parts of the world are in ruins. The cause is a war that has been going on for 83 years, which first started between Germany and Russia and has now turned into a war between robots and humans. Almost all of humanity has been killed. The surface of the earth is now almost entirely dominated by military AI. Contrary to the original goal of regenerating the Earth by wiping out humans, it is now in a much worse state. Due to a programming error, the military AI sees no viable use in eliminating the devastation. In their search for the remaining humans, they have also wiped out other life forms and allowed nature to deteriorate into a barren, bleak habitat. Some surviving humans have retreated underground into huge, secret bunkers to hide from the military AI. Over many years, they have established new societies there and have been successful in building large-scale independent ecosystems to ensure autonomous survival. The old life now takes place completely underground.

Layout of the First Game Level
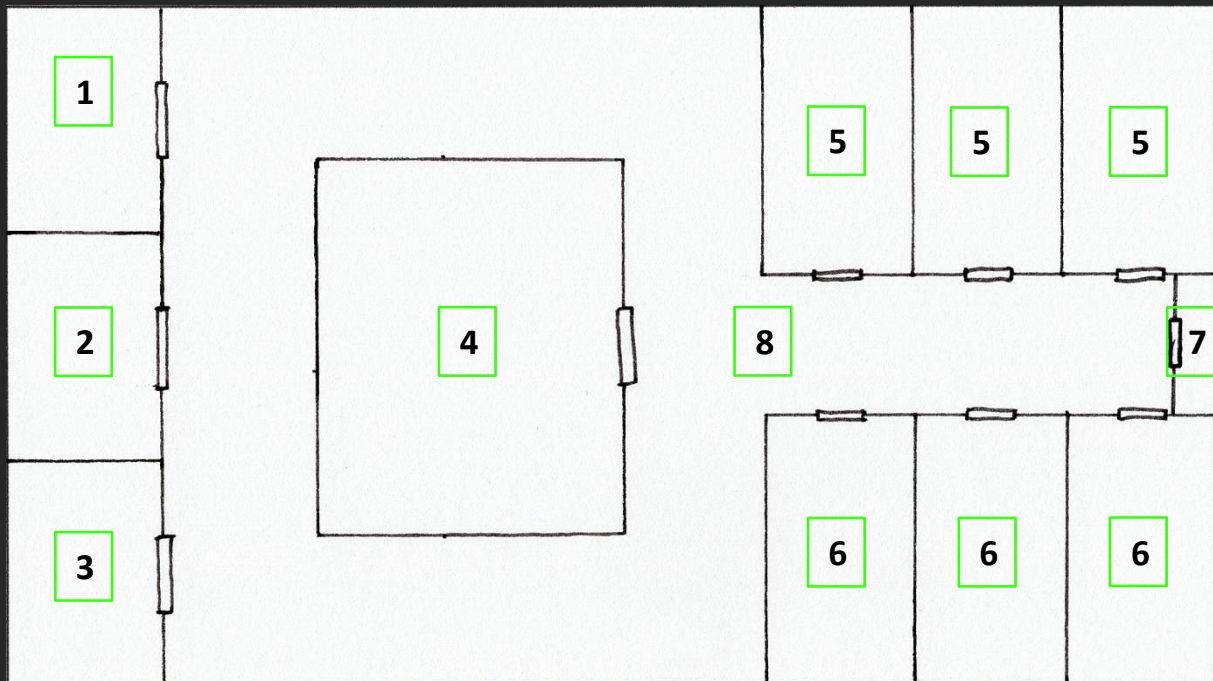
1 Storage room for firearms

2 Storage room for equipment: camouflage technology, EMP traps and drones

3 Storage room for spare parts

4 Main power supply: the entire facility is supplied with power from here

Command center: the entire base can be controlled from here

5 Main central rooms for the completion of program code for combat military robots

Start of the game after the first cutscene

6 Laboratories for the production of new HecAI robots

Restart after destruction of the character

7 Elevator: transport to different levels of the base

The exit on level 1 is only available after the program code has been completed.

8 Connecting corridors

Game Manual

Chapter 1

Start The player takes control of the protagonist after the first cutscene. She is in a laboratory room in a secret base in a mine in Austria.

Gameplay The character is controlled from the first-person perspective. It can move freely through the entire base. The player can find and collect various objects. They can also hold conversations with other characters who are in the base. This will give them hints on how to use certain objects and interact with the available technology.

Objective By using the right technologies, a program is constructed to combat the enemy AI.

Once the program has been completed, the game moves on to the second chapter.

Chapter 2

Start The player is still in the base.

Gameplay The character can be equipped with equipment and weapons in the base. This includes camouflage technology, EMP traps, drones and firearms. From here, they travel to the surface of the earth via the elevator. Via a map, the player can see which locations they have already visited and where they should travel to. Ground and air vehicles are available to them for this purpose. In the base, they can recruit other HecAIs as companions. On their way, the player must hide from military AI and sneak past them. However, they can also attack and destroy them with their weapons. If the protagonist is destroyed during a mission, her neural network is copied back into a new HecAI body via backup. If she is destroyed or kills other robots, the hero becomes increasingly depressed and her personality loses humanity. This is also reflected in the colors of her HecAI body, with the green slowly fading into black. The outside world also becomes increasingly foggy and gloomy. However, if the player gets closer to their goal, this becomes apparent through the flora and fauna becoming greener and livelier. However, if they lose their humanity completely, their mission fails and humanity is wiped out.

Objective The player must find the origin of the signal that led to the reprogramming of the military AI. Here they must upload the program, completed in the first chapter, to deactivate the military AI and save humanity.

References

Music

Title Geek Music – "Spirited Away – The Name Of Life – Main Theme"

YouTube https://www.youtube.com/watch?v=8zeFbkqY4Q8 (Date of access: 15.07.2020, 19:30)

Title 2WEI – "Survivor – Instrumental (Official Destiny's Child cover)"

YouTube https://www.youtube.com/watch?v=9xXLMXZ85zg (Date of access: 15.07.2020, 19:30)

Images

Artist Bao Chenda

Website https://www.artstation.com/artwork/mKVwa (Date of access: 15.07.2020, 19:30)

Creator koya79 - **Copyright** Getty Images / iStockphoto

Website https://www.robotics.org/blog-article.cfm/Robotic-Force-and-Tactile-Sensing-The-Latest-Innovation-in-Industrial-Robotics/116 (Date of access: 15.07.2020, 19:30)

Image Provider Studio 52 film / Alamy Stock Foto

Website https://www.alamy.de/stockfoto-des-menschen-hand-zeichen-auf-weissem-hintergrund-mit-der-handflache-nach-oben-in-der-nahe-hoher-auflosung-produkt-163542917.html (Date of access: 15.07.2020, 19:30)