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ARCADIA: IMPERFECT EDEN

OVERVIEW OF ARCADIA:

Arcadia: Imperfect Eden is a 3D cyberpunk themed action role playing game. After being dumped in the sewers, players become a member of the Forgotten Ones, a religious mutant cult led by the infamous messiah, Isaac. You must rise through the ranks, gaining respect from vital allies who will aid in eradicating the corruption crippling Arcadia. Traverse through various locales of Arcadia ranging from a utopian central hub dominated by towering structures, where the Council of 8 overlooks the lower districts. An overfamiliar modern cityscape housing the hacking group Empty Eyes, who are situated in vast underground bunkers. The criminal underbelly of Arcadia hides within the black-market, protected and controlled by Asimov's Enclave. Players will be unleashed into the Ghehenna District populated by their fellow mutant sewer creed. Using your newly acquired augmentations, player can alter their approach to each mission; whether you choose to infiltrate an enemy compound or smash through the wall with your enhanced strength.

GAME MECHANICS

Arcadia: Imperfect Eden uses a mix of RPG and action mechanics which follow the themes of the extensive cyberpunk world of Arcadia. The game itself, follows 5 crucial mechanics that creates a sense of players ascending through the Forgotten Ones ranks.

Mission Acceptance

- ❖ Players will be able to receive missions from a variety of NPCs in hub locales around Arcadia:
 - Forgotten Ones Church, central command, centre of hope for the mutant race
 - Vast sewer district of the Ghehenna District
 - Hagada District, the home of the Asimov's Enclave
- ❖ Players will be able to receive missions and venture around the open world of Arcadia:
 - Parliament District, home of the puppeteer government
 - Elysium District, where the secret organisation of the Council of 8 lurk.
 - The downtown Imperial District harbouring the Empty Eye's hackers

Combat Scenarios

- ❖ Players will be able to purchase military grade combat gear, with a futuristic edge.
 - Non-lethal stun guns to complete your objectives with stealth
 - Purchase explosive weaponry from the black-market for a fiery entrance

- ❖ Use your enhanced augmentations to traverse the landscape of Arcadia along with combat augments to gain an advantage during the first person, cover based conflict.
- ❖ Either keep your sanity in check, or let it go wild; kill the innocent civilians to increase your insanity, but be wary of the rampage mode which can lead to blurred visions and emotional damage.

Gain Respect

- ❖ Once a mission has been completed, enemy has been killed or vital information obtained, faction respect is gained.
- ❖ Veer on the side of caution; killing innocent civilians and fellow gang members in the cross fire will lead to a decrease in respect.

Rise through the Forgotten Ones ranks

- ❖ By earning respect, the player will rank up within the Forgotten Ones creed.
- ❖ The higher the player ranks up, they more additional weaponry and augment upgrades can be unlocked, as well as the ability to gain followers who can be used in battle.

Upgrading Player Stats

- ❖ Players will be able to purchase multiple augments and weaponry from black-market vendors.
- ❖ They will be able to equip them from an extensive upgrade tree through the menus.



Diagram representing the flow of gameplay mechanics

NARRATIVE STRUCTURE**One sentence Summary:**

An exiled mutant ascends through the hierarchy of a zealot cult, hunting for the truth lingering over the banned augmentation program.

Paragraph summary consisting of story, major disasters and ending:

An exiled mutant is dumped within the sewers of Arcadia to be forgotten by society. Awoken by the memories of your torture, you venture through the sewers where your eyes spy the mutant stronghold. Recruited into the church of the Forgotten Ones, you are saved by the one true messiah, Isaac. Once you have completed the initiation process, you are trusted to proceed past the murky sewer tunnels and onto the surface of Arcadia. The important relationship between the Asimov's Enclave and the Forgotten Ones is strengthened after the police raid the black-market. Following the aftermath of the raid, your life now in constant danger, you are determined to rise through the hierarchy of the cult and uncover more clues about your defected augmentations. By gaining the trust of Isaac, you are sent out on important missions by him and the Asimov boss to cripple Arcadia. Through this, however, you learn some of the dark truths of this city. Learning the horrors of the failed augmentation program, you are triggered into a berserk state of mind, only through the restraints of Isaac are you calmed. You have become more cautious of your fragile mind, but there is no rest for the wicked; a legion of genius assassins begins to assault the Forgotten Ones stronghold. Through fighting the assassins, you become a closer subordinate to the great Messiah. However, the dark truth of the Forgotten Ones, involving the kidnapping and mutation of innocent victims, lead your character to question everything. With so many questions to be answered, you demand to see Isaac. But before you can get to him, Isaac is kidnapped by the Council, while you are close to heaven's door. Through the recovery of your injuries and the support of your comrades, you find out the whereabouts of Isaac and the history of the Council of 8. By killing off multiple Council members, you learn the truth of the failed augmentation program; you are a by-product of a failed augmentation experiment. After uncovering the truth about yourself, you learn a more haunting fact about the one who has saved you from certain death. Isaac was the leader of the augmentation program and an ex- Council member. Learning the truth, you react by:

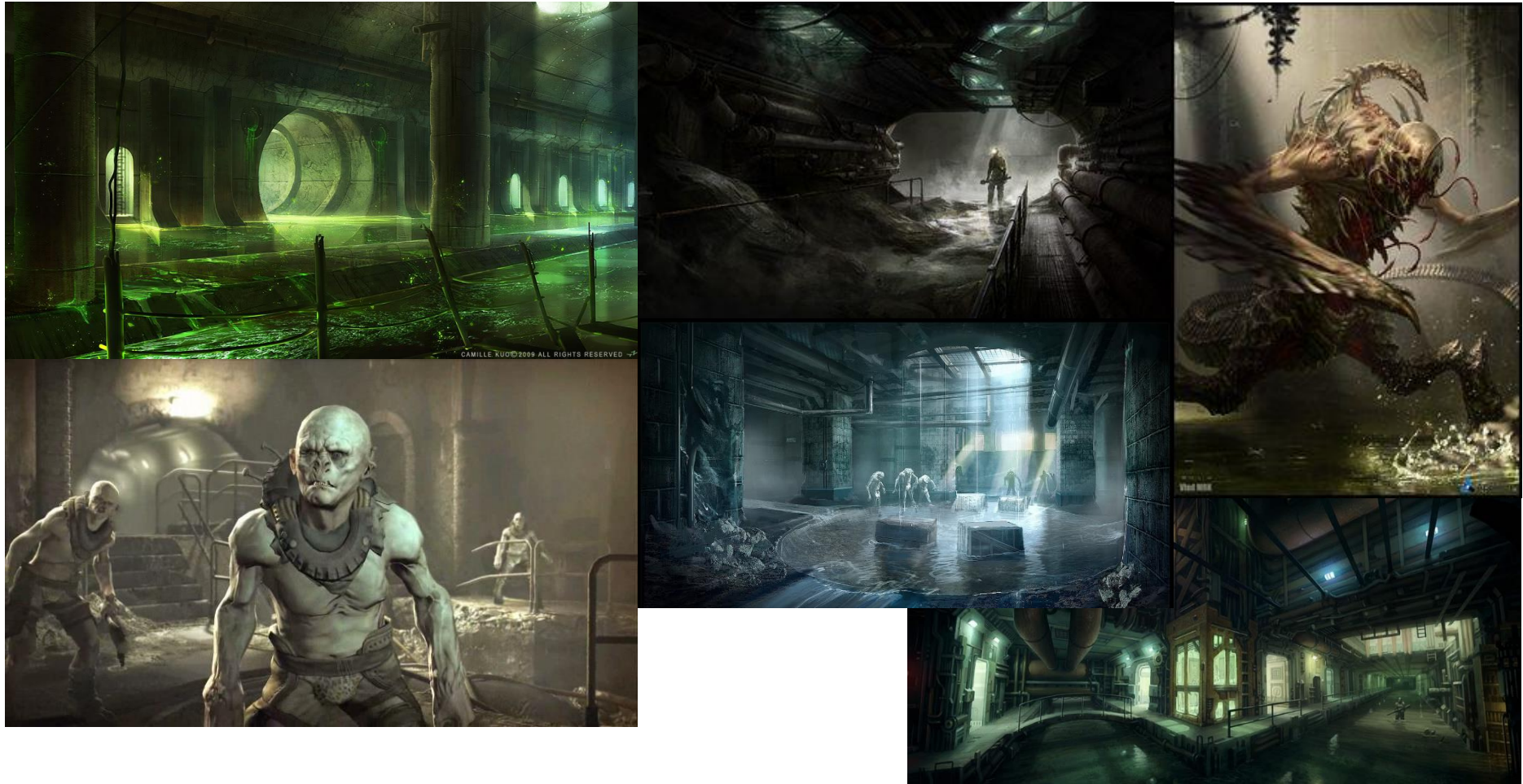
1. Killing Isaac and becoming the leader of the Forgotten Ones. You hunt the remaining Council members to enact your final revenge.
2. Saving Isaac from his past. Through the vast amount of blood shed, you, Isaac and the surface dwellers work together to gain mutual rights within Arcadia
3. Your fragile mind is unable to comprehend the truth leading to a berserker state. The player brutally murders Isaac, and through their bloodshot eyes, they attack the Councils base, killing everything in their wake. However, they come to realise, they have actually been attacking the mutant stronghold, creating a bloodbath of his fellow species.

STORYBOARD

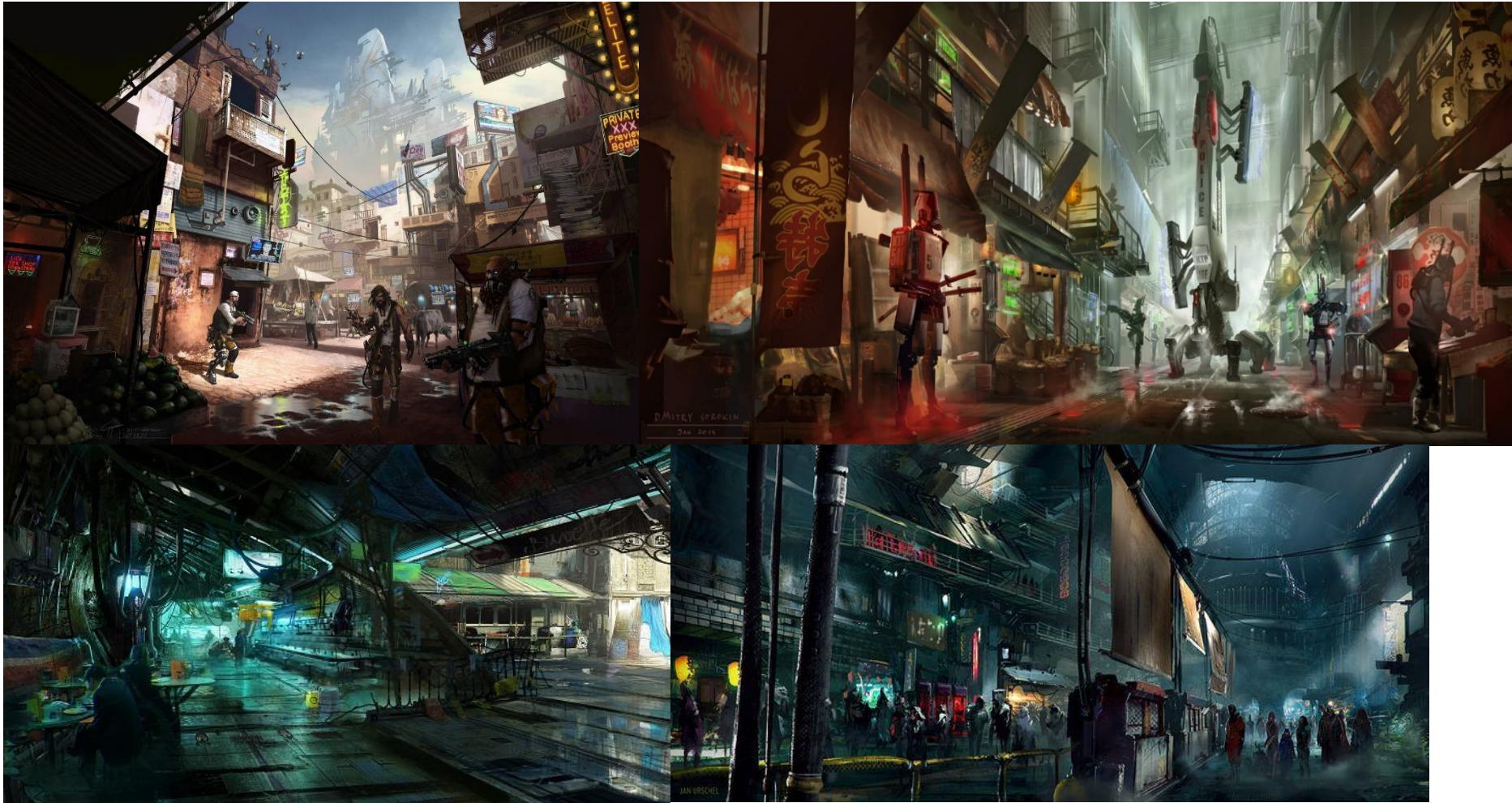
The following storyboard is a visual aspect to the narrative summary described previously. It dictates each level summary as a basis, along with images highlighting key moments. Even though certain images do not convey the suggested cyberpunk theme, it is important to take the emotional or message implication that the image is depicting.



Level 1: The player is mysteriously dumped within the sewers. They arise dazed and confused of what is happening and how they got there. They try to remember, but their head begins to throb uncontrollably. They start to venture through the damp and dark path ahead of them, stumbling through a maze of tunnels. From the distance, the player hears the echoes of voices ahead. Running down the tunnel, they behold the city stronghold of The Forgotten Ones. Venturing towards the stronghold walls, the player drops to their knees and passes out through sheer pain.



Level 2: Once again, the player awakes, but this time on a bed. Delirious of the whole situation, the player tries to move, however his movement has been restricted with handcuffs. On the end of the bed is a mighty figure of power, light shines down upon him. Isaac the Messiah speaks to the player, encouraging him to join the creed of mutants. Persuaded by his words, the player undergoes the stages of the initiation process. Well rested, the player is given his initiation missions, and only once they are completed, will you be able to join the brotherhood. After going through rigorous missions through hazardous sewer locales, teaming with berserk mutants and radiated creatures; the player undergoes the ritual process, which includes the blessing of Isaac.



Level 3: After exploring the inner sanctum of the church, the rookie player is given their first mission as a brother of the Forgotten Ones. The player ventures outside the sewers to the Hagada District, home of the Asimov Enclave and their ever expanding black-market. The rookie is taken through the ins and outs of the black-market before being introduced to the mutant's allies. Their grotesque appearances lead to abuse from certain citizens of Arcadia, only stopping due to the intervention of Enclave members. The friendly proceedings suddenly grind to a halt, as the market is under attack from the Arcadian police force. With a collaborative effort, the mutants and augmented Enclave push back the police force.



Level 4: Following the aftermath of the police raid, the player stumbles upon an integration of a captured police offer by an Enclave member. The player was intrigued to see if he could find any details of how he ended up this way. With his combat against the Arcadian elite, the player is determined to find out more about Arcadia and its history, which has been lost to the ether of his mind. The more and more the player finds out through missions, documents and allies, he is so close to finding out an important part of information. However, as the player is close to the truth, they are stopped by Isaac. Isaac re-directs his energy towards revenge and destroying humanity, instead of finding out the truth.



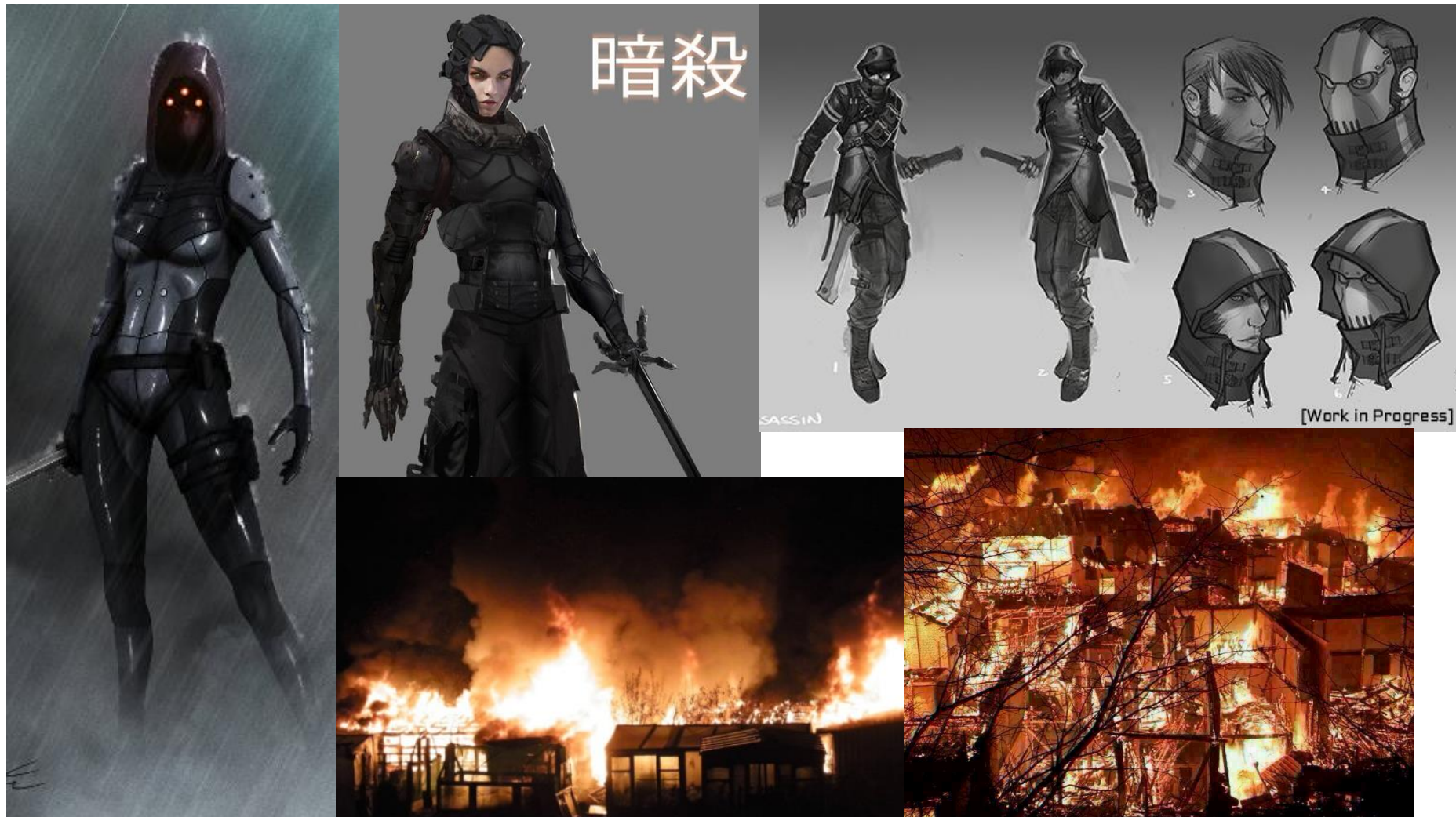
Level 5: The greatest raid of mutant history was soon to be upon the player. Isaac, with his superior oratory skills, brainwashes the mutant race into raising to the surface and acquiring what is rightfully theirs. The player is recruited into the mission to the surface of Arcadia, the task consists of infiltrating and seeking out an important document within the upper echelons of Arcadia. As the player mows down multiple enemies and civilian life the undisclosed document was in their reach. As they are about to glance into the truth, Isaac appears from behind to snatch it from them. The obsessive Isaac is questioned by the player, but comes up very short to any real answers.



Level 6: After finding out a minute amount of information, about his abandonment in the sewers as well as his defected body, the player discovered a re-occurring rumour of a secret organisation. Once the player investigates around the organisation, his state of mind is triggered. The small information about the banned augmentation program led to a set of flashbacks forming into a mentally damaging rampancy. The player begins to go into a berserk state. After causing devastation within a corned-off section of the sewers, Isaac restrains the player back to a calm state.



Level 7: After the frenzied outbreak, the player is called upon by the Asimov Enclave boss to carry out a mission of mutual interests. The job entails that the player must attack a government facility with Enclave members. It is important to destroy a new shipment of robot police officers that could prove a hindrance to the market, and in turn the trade between the two factions. Unknowing to the player, Isaac and the church are being attacked by Council of 8 assassins.



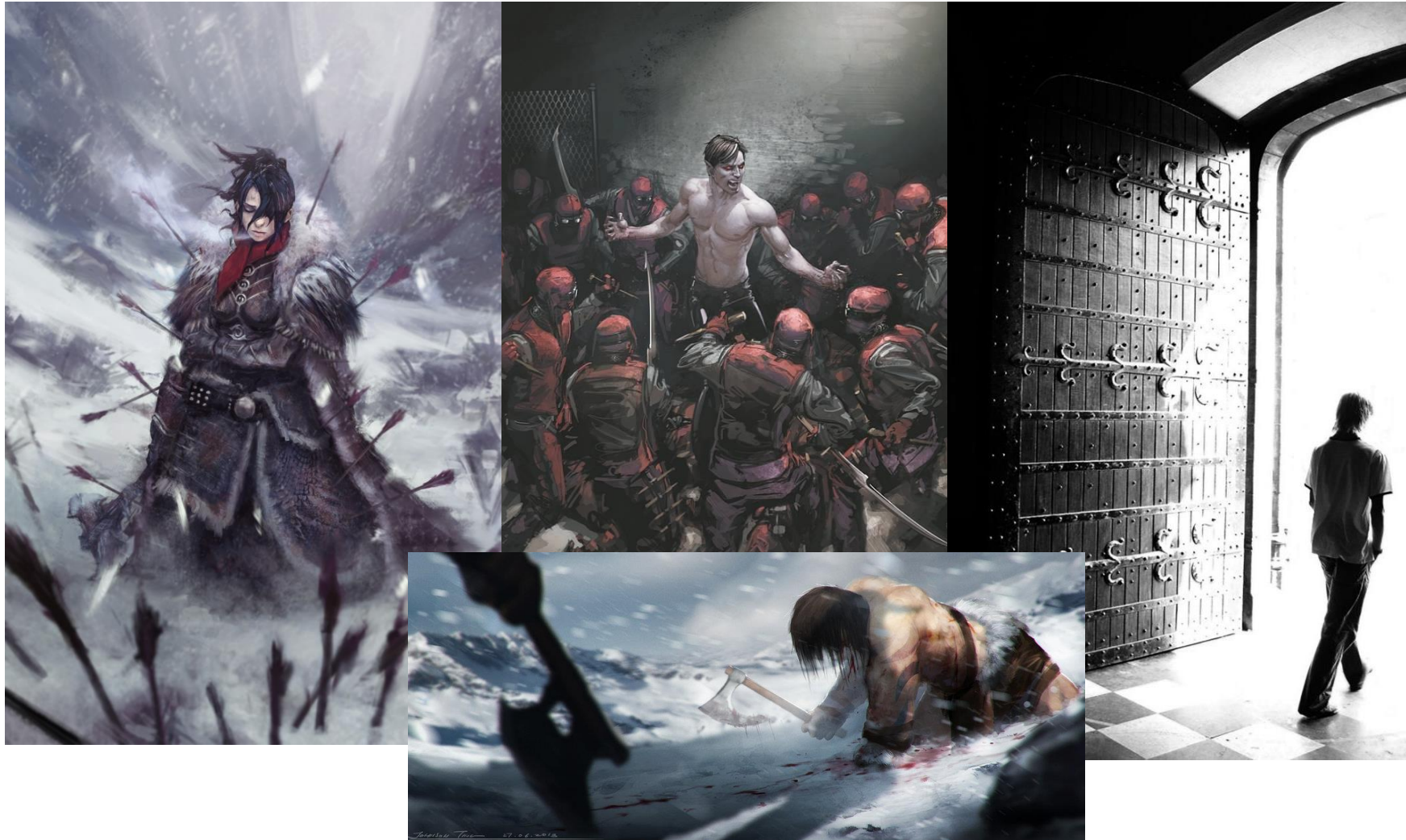
Level 8: As the player returns to the Forgotten Ones stronghold, they are welcomed by death and destruction. The player fights through the ravaged state of the sewer city, slaying Genus assassins and helping his fellow brothers repel the invader. The player progresses towards the central Church to witness fighting prowess of Isaac. Isaac and the player unites to defeat the elite assassins. Isaac filled with anger and hatred, shouts to the heavens, promising the destruction of the surface dwellers.



Level 9: Becoming a closer subordinate to the great Messiah, the player is given an unaccompanied mission to travel into the Imperial District of Arcadia to kidnap an Empty Eyes member. The player is persuaded by Isaac stating the member has vital information about the Council of 8 invaders. Once the player ventures to the District, they slip into the underground facility, which houses the hacking group. When the player returns to the sewers and meets with Isaac, if they have a member they shall be told to leave, however if they come empty handed Isaac will question their player on their true allegiance.



Level 10: After a heated rivalry and debate, the player storms out of the stronghold, questioning whether to trust the man who saved his life. The player notices an unscheduled squad of fellow Forgotten Ones members leave the sewers. The player tails them till they reach the surface of Arcadia, where the player is confronted by an Empty Eye member. If the player killed any Empty Eyes members within the underground facility, the member will try and kill you. However, due to their hacking aptitude and lack of physical combat training, they will be slain relatively easily. On the other hand, if they had not killed any members in the facility, players will be able to work in tandem with the hacker to trail the squad. A haunting discovery is unsurfaced by the players; that the squad members were hunting sympathisers for the mutant causes to kidnap and turn them into mutants, bolstering the brotherhood's army.



Level II: With the horror that has unfolded before the player's eyes, he confronts Isaac about the immoral intentions of this creed. However, Isaac, is nowhere to be found within the stronghold's grounds. The player seeks to find out the truth, venturing through the sewer system, leading to an injured Isaac. Stepping ever closer to Isaac, the player is ambushed by Council of 8 members. No matter, how hard you fight, the incoming waves overwhelms the player.



Level 12: Virtually left for dead, the player returns to the stronghold where they collapse in the inner church. Recovering from your wounds, the player arranges a meeting with their most trusted brothers and sisters. The player motivates the members to assault the Council of 8 structure where Isaac is being held captive.



Level 13: Along with your fellow members, the player assaults the Council of 8 tower within the Elysium district of Arcadia. As the player fights through the multiple structures of the tower, they encounter vital information points uncovering the truth about the history of Arcadia and the banned augmentation program. Within the lower depths of the facility, you find Isaac with one of the 8 members of the Council. The player kills the Council member through sheer hatred, and saves Isaac.



Level 14: With the return of the great Messiah, Isaac gives a grand speech yet again to tell the tales of his latest trials and run-ins with death. The player gears up once again, to execute more Council of 8 members that have left the mutant race in such a damaged state. By going through the raid, the player will eventually reach the top of the Council of 8 member's lair; here, they learn the truth about everything. The dying words of the Council member unearths the truth of the mystical messiah. Isaac was once the head of the augmentation program and an ex-Council member.



15 Level:

Kill Isaac: Fuelled with wrath and disbelief, the player kills Isaac and becomes the self-proclaimed leader of the Forgotten Ones. He releases the knowledge of what he has done to Isaac, and what Isaac once was. With all the mutants in chaos, the player goes on a war path to kill the remaining Council members. Once the Council members are all slain, the player returns to the Church, contemplating the control of the rest of Arcadia...

Save Isaac: Even though Isaac had been the source of the player's misfortune, he has also saved them countless of times. The player saves Isaac from the bloodshed. The player and Isaac march on towards the rest of the Council members, threatening to reveal everything about the Council's long history, in association with Arcadia, to the public. Knowing this will destroy the Council, they create a mutual truce with the mutants to gain equality within Arcadia.

Berserk: After the emotional scarring of being told his saviour is now his enemy, the player is overwhelmed and kills Isaac. The rogue player's head pulses with pain and confusion. The player goes onwards to kill the rest of the Council members. However, unknowing to the player, the sheer mental panic within his head has led to the altering of his vision. Instead of killing the Council members, the player has entered the church stronghold and brutally murdered everyone in sight. With blood covering their body from head to toe, he sits on the bench praying to God for forgiveness.

LEVEL STRUCTURE

This table consist of specific details of how each level will be set out for the player. Each level is a self-contained mission, following a similar style to a serialized TV-drama, consisting of a beginning, middle and end. The table specifics 4 important categories of the level. The general description of the level is used to demonstrate the synopsis of the story element with the level. The next category details how the story is told within each part; this may consist of a cut scene, action sequences, dialogue interactions, and missions. An important category within this game is the choice for the player. Each character has choices for the player, whether they are simple choices such as choosing their weaponry, to morality-questioning choices of sparing human life. Finally, the journey of the player is crucial to detail the emotions that the level is meaning to convey to the player.

In addition, key moments are highlighted (blue) to show their importance towards the story as well as the player's journey.

LEVEL	DESCRIPTION OF THE LEVEL	HOW IS THE STORY TOLD	CHOICES FOR THE PLAYER	JOURNEY FOR THE PLAYER
1-Start	Player is mysteriously dumped into the sewers	Cut scene – Flickering moments of vision	When they wake up, there will be a cracked mirror next to them – they will be able to choose their appearance	Connects the player towards their character, will be able to personify themselves into their character
1-Middle	Player ventures through the sewers in a dazed state of what is happening around them – Still feeling the effects of the medical drugs	Tutorial style gameplay – letting the player learn the controls and mechanics	N/A – Linear choice of options as the game is trying to teach the player.	Allows the player to get to grips with the controls and key features of the FPS-cover based shooter
1-End	Player arrives at the outskirts of the Forgotten Ones city stronghold - they are approached by guards before the player drops to the floor	Cut scene activates once the player sees the stronghold	N/A	After tight sewer corridors, to opening to a town-like structure, changes the perspective of where you will be going throughout the game
2-Start	Player is treated with caution - showed an initiation process to enter the Forgotten Ones	First appearance of Isaac the Messiah of the Forgotten Ones through cut-scene/dialogue interaction	Players are able to select their first gun to choose from, as well as their augment ability	Players will be see Isaac as a character they are able to trust, and the first main character other than themselves to interact with
2- Mid	Players are unleashed into their initiation missions. They will learn more about the mutants, and the dim, murky sewer city	Small missions that the player ventures out to complete - small enemy encounters against rabid sewer mutants	There is a choice of missions to acquire: range in difficulty, reward. Players have to gain an amount of Respect before they can continue.	First moment, players are able to roam freely around. Gives a sense of freedom and choice for the player.

				Starting to create their own story experience
2-End	Once the player gains enough respect, they will be initiated into the Forgotten Ones by Isaac	Cut-scene - Player going through a cult-like ritual process	Player is able to choose what position they want to be within the gang – boosts certain stats on the player dependent on what they choose	The player now feels part of a community. They have a safe haven to go back to whenever need be
3-Start	Player is given their first mission as a fully-fledged member of the Forgotten ones.	Player talks to their commanding officer	Exploring the inner sanctum of the church that the player has not been able to see previously	Will be able to marvel at the simple yet grand design of rickety church – Feels like home for the player
3-Mid	First instance of travelling outside the sewers – to the Asimov District.	Player is introduced to the black market and allies of the mutants, Asimov's Enclave -Walking through the new locale, dialogue interactions, introduction to shop vendors	Choice of different augments the player can upgrade and choose from. The player can adjust their attitude they have towards people – people will look in disgust towards you, however you will be able to act aggressive, casual or intimidated.	Player will be in a fresh new locale. From always being in the dark with artificial light, to natural light of the sun. Never seen any other race apart from mutants, introduction to a new race that have mixed feeling towards you.
3-End	Asimov Market is raided by the police force	Player has to defend the market with fellow Enclave members	Choice to save Asimov residence that were disrespectful of you. If the player does, they will be respected and gain discounts in the market. If not you trigger your first case of emotional disturbance, as you see many people die	First real fight against humanity and surface dwellers. Every time before has been against berserk mutants and sewer creatures. Player experiences their first real life threatening experience against the forces of man - Harrowing experience
4-Start	Aftermath of the police raiding, you encounter a police officer being interrogated by an Enclave member. He details a brief history of what's happened recently in Arcadia	Player walks around to witness the aftermath of destruction that has happened - directed towards the integration scene	Player is able to interrupt and ask questions for their own gain, and obtain more information to know general backstory	Player finds out the backstory of Arcadia, a big city that the player has only just scratched the service on – more incentive to play
4-Mid	With his life in such danger, in addition to the loss of memory, the player wants to know what has happened to him.	Player begins to ask around the market wanting to know more about the so-called 'augmentation program'	Choice of obtaining information: Intimidate Eavesdrop	By players learning more about the augmentation program, it will piece

		- certain missions will acquire the needed information	Steal documents Do missions Pay people	little portions of information about the mystery behind the player
4-End	Player is able to find a lead in their investigation, leading to regaining small parts of the memory they had lost. However, they are stopped by Isaac	Cut scene - Isaac speaking with the main protagonist within the church. Entailing what the character should really be doing – focusing on revenge mission	The player has multiple dialogue prompts during the conversation that they can respond with	After finding a small amount of information about your background and what has happened to you – for then it to be immediately halted by Isaac – leaves players frustrated
5-Start	A great raid is being promised and planned by Isaac. On the surface it is propaganda for the Forgotten ones. In reality, Isaac wants to gain an important document from the Council of 8	Cut-scene: Big speech given by Isaac at the Forgotten Ones stronghold	N/A	First instance of seeing the great oratory skills of Isaac – Player will be left swept away by the motivational speaking – Motivating them to believe within the Forgotten ones once again
5-Mid	The player is recruited into the major mission to the surface of Arcadia	Player undergoes a mission to gain the document. First instance of the player going to the upper echelons of Arcadia	Player is able to kill civilians. If you do, the player will gain more respect among his gang members. However, will increase your insanity value	A new area of Arcadia is shown that differs greatly to what they have been able to explore. Moral dilemmas are given to the player to direct how they act within this world
5-End	The secret documents are found by the player. He glances at the document before they were taken off of you by Isaac	Cut scene	Player has the choice to keep the document withdrawn from Isaac	If the player keeps the document withdrawn from Isaac, it will show that Isaac is not the saviour they have always seen - there is an obsessed fanatic
6-Start	The player wants to find out more about the Council of 8 after being given a sneak preview	The player goes between the sewers and the Asimov's district to see what information he can gain from people about the Council of 8.	Choice of obtaining information: Intimidate Eavesdrop Steal documents Complete missions Pay people	Second instance of the player wanting to find out more information about their past – after seeing Isaac is a different light, they no longer care about what he wants the player to do
6-Mid	The player finally finds information about the banned augmentation program.	The player is partially in control of their character – they begin killing on	Important part of the story – N/A	Player is introduced to the emotional scarring that can be produced through

	However, they start to get flashbacks, leading to a mentally damaged state where the player begins to kill on sight	sight within an abandoned section of the sewers.		a traumatic experience – You are playing a mentally unstable character therefore it is essential to be careful with your actions within Arcadia
6-End	The player is saved by Isaac and safely neutralised back to the church	Cut scene – Isaac uses his enhanced augments to restrain the player	N/A	Makes Isaac your saviour once again – Isaac is there in every scenario that you are in trouble. Isaac has redeemed himself as the protector of the player
7-Start	Player is called upon by Asimov's Enclave as it contains similar objectives for the mutants and the Forgotten One	Player has to travel back to the black-market - talk to the big boss of the Enclave	This will only happen if the player has earned enough respect with the Enclave – completion of additional secondary missions may be required	The player takes a small reprise from the action of the Forgotten ones and finding the truth about his past
7-Mid	The mission the player is given entails attacking a shipyard delivering a shipment of robot police	The objective for the player is to destroy a platoon of robot police that have been imported into Arcadia	Player has the choice of how to go through the mission: Non-lethal (Stealth) method to plant the bombs Explosive method (Run 'n' Gun)– alerts the police of reinforcements Raid the shipping yard with Enclave members – Activates the robot police	The different actions that are allowed within this mission are vital to show the character that Arcadia is a vast city with multiple agenda issues, not just the interpersonal situations that are heavily explored within the game
7-End	While the player is on that mission, Isaac and the church are being attacked by Council of 8 assassins	Cut scene - once the player has finished the enclave mission	N/A	The player is unable to 'lower their guard'; the moment they think everything is settling, further events escalate within the Forgotten Ones
8-Start	The player arrives back to the sewers to witness the ravaged state of the church stronghold. They find members of the brotherhood in a severely injured state	Players wonder through the stronghold fighting the remnants of assassins that are still occupying the stronghold	Players have the ability to kill injured Forgotten Ones members (merciful death) or leave them to suffer in pain	Player is confronted with the death and chaos that has unfolded while they have been away – Guilty for leaving, if he stayed less people would have died?
8-Mid	The player is able to reach the church where Isaac is fighting high-level assassins	Player has to team-up with Isaac to defeat several assassins, as well as	N/A	First time the player teams up with Isaac within a mission – Shows the player and him are of equal accord

		their leader – equivalent to a boss battle		
8-End	Isaac discusses with the player what has happened, and further implores that they need to destroy the surface dwellers	Cut scene - within the central church	N/A	Due to fighting together, their bond has increased. There is an unspoken bond between brothers-in-arms. They have gained mutual respect for each other, as the player saved Isaac's life and Isaac has witnessed the effort the player is willing to go through to save his own people
9-Start	The player is given a solo mission by Isaac - They need to travel towards the Imperial District of Arcadia and kidnap a specific Empty Eye's member. Isaac's excuse is that the member has obtained important information about the Council of 8 invaders	Player ventures into a new area of the city, to find the Empty Eye's underground facility	N/A	Once again, the player is discovering a unique part of Arcadia. Furthermore, the player has been given a special mission by Isaac – feels closer to Isaac more than ever before
9-Mid	Once the player arrives at the underground base – their objective is to find the member	As the Empty Eyes are a hacking group, they are not violent. Therefore, the player can easily kill everyone in the facility, or leave them be and capture that one member	If the player does not kill any of the Empty Eye members - within a future mission, you will be able to gain the help of an Empty Eye's member	A moral choice for the player to kill defenceless hackers, or leave them be and target the specific target that is needed for the mission.
9-End	If the player comes back with an Empty Eyes member: Isaac will take him and tell you to leave If the player comes back without the member, the player will have the chance to question Isaac about it. Isaac will be defensive on the case and tell you to leave yet again	Dialogue interaction	Player has the choice to question Isaac on why he needed that Empty Eyes members, and why he used you to attack defenceless members of the public	As the player feels very close with Isaac currently, they sense to doubt the motives again behind Isaac's action. Does the player blindly follow orders or oppose the man who has saved his life on countless occasions?

10-Start	The player trails a squad of Forgotten Ones members that have snuck out on an unauthorised mission	The player has to follow the squad without being seen by them	N/A	After the previous level, the player is suspicious of the inner workings within the Forgotten Ones
10-Mid	Player has been followed by an Empty Eye's member – they want to know more about the latest waves of abductions	Dialogue interaction or action interaction depending on previous choices	<p>If the player had not killed any of the Empty Eyes members previously in the underground facility, you will be able to make him an ally in tailing the Squad – will make tailing the squad easier</p> <p>If the player killed Empty Eyes members – the member will try to kill the player. However, victory for the player is almost guaranteed, as the Empty Eye members are not fighters.</p>	The player will have to face the consequences of what they have done in previous missions. If the player has to kill the Empty Eyes member, it is a traumatic experience, as you are merely killing a defenceless citizen of Arcadia - makes the player question themselves if they are actually the good or bad guys within this city
10-End	Player finds out that the squad of mutants were hunting for sympathisers towards the mutants. They would then kidnap these ordinary citizens and turn them into mutants. Some survive, many are killed during the mutation process	Player watches on while they torture and mutate these citizens. If they try to kill the squad, they will be defeated – Only option is to watch on	No choice – Important part of the story	With no choices for the player to stop the torture, it makes the player stop and question the Forgotten Ones motives. Is this vital to raise against the surface dwellers, or is this part of an insane dictatorship?
11-Start	After seeing the horror unfolded, the player tries to find Isaac and confront him. However, Isaac is nowhere to be found	The player has to find Isaac through the maze of the sewer system while combating berserk mutants. The player can be given clues by fellow members	Depending on the amount of respect the player has, they will be able to gain more information and know the location of Isaac	For the player, it is suspicious for Isaac to leave in a time of need – they will have a strive to find Isaac and question him
11-Mid	The player sees Isaac being taken by the Genus assassins that had previously attacked the stronghold. Once the player approaches Isaac, they are then told to run	Cut scene	N/A	The player feels a strong feeling to save Isaac, even though they are questioning his moral motives, he is still a comrade in need

11-End	Genus assassins surround the area, ambushing the player – No matter how much you fight, you cannot defeat the enemies	The player has to fight waves of enemies -however the player will be defeated	Taking away choice for the player	By taking away choice for the player, it leaves them helpless in the outcome of the mission. They are unable to help Isaac in any way, feeling of regret and guilt – implying this on a character with a weak mind is worrying, as they might be triggered into a berserk stage yet again
12-Start	Virtually left for dead - the player has to return to the stronghold	Player has to make their way to the stronghold without alerting any berserk mutants within the sewers, due to their low health	Player is able to fight the berserk mutants on your way; it will be very difficult - But the rewards are greater for killing them	Making the player weak, reminds them of the starting levels where you were left defenceless. Low level creatures are able to be fought, however it is difficult to fight them with your lack of health and weaponry. Without the Forgotten Ones is the character worthless?
12-Mid	Once the player arrives back at the stronghold, the player runs to tell the upper members of the Forgotten Ones what has happened to Isaac	Cut scene – Player collapses once the cut scene starts to finish	N/A	Even in a near death like state – the player is determined to save Isaac in any way possible
12-End	Recovering from their wounds, the player arranges a meeting with his most trusted members. They discuss on what to do.	Persuade members to assault a Council of 8 structure – It has been found after certain members tailed the Genus from the assault on the stronghold	The player has key choice on what to say to his fellow members. The player has to make sure everyone wants to join in on the assault, otherwise he will have less members joining him, making the future level harder.	Previous decisions will affect the outcome of this meeting. If the player has created a large following through gaining respect with Forgotten Ones members, then the mission will be easier – Shows who's side the members of the Forgotten Ones are on, do they care for Isaac, or are they just blood thirsty mutants?

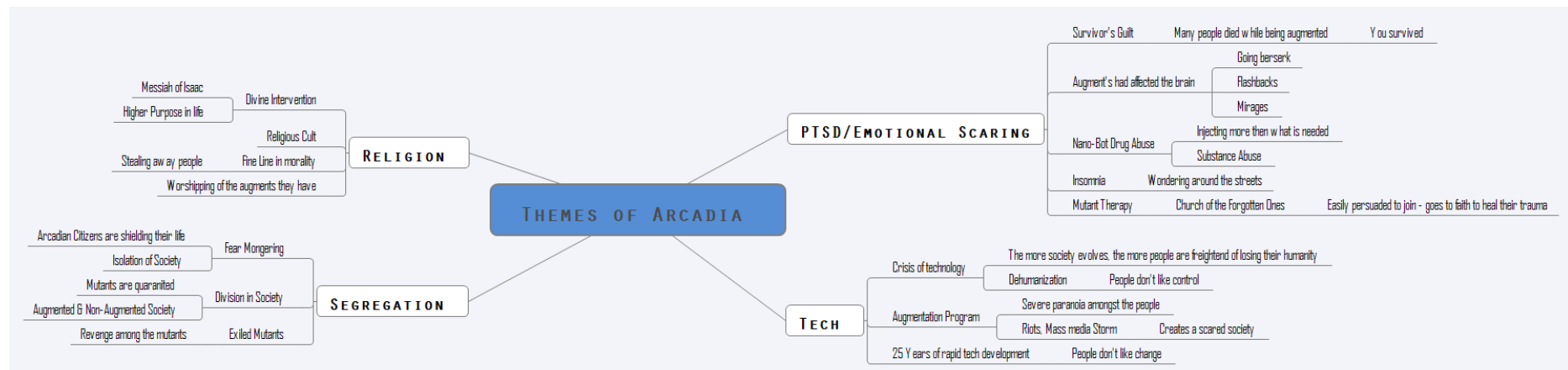
13-Start	The player assaults the Council of 8 Structure.	As the player, you venture through the multiple levels of the structure – multiple combat scenarios	N/A	The multiple levels are mirrors the multiple layers of the relationship between Isaac and the player – The relationship between the player and Isaac is complicated varying from being a mentor to a madman
13-Mid	While the player goes through the mission, they are able to find out more about the Council of 8	This is done through information desks dotted around the facility	Can learn more, or ignore. Player choice	As the player is invested within the story, it is appropriate to learn more about the hidden activities of the Council of 8 that puppeteer the government of Arcadia
13-End	Within the lower depths of the facility, they find Isaac with a member of the Council of 8	Boss battle – The player kills the Council of 8 member and saves Isaac in the process	N/A	The player finally finds Isaac – role reversal for the player – he is now the saving grace for Isaac
14-Start	Isaac gives a grand speech to rally the members of the Forgotten Ones to destroy the Council of 8	The player is part of the close squad related to Isaac. Once the speech finishes the player has to get all their equipment ready, before going on the assault	Choice of who to bring with and equipment – Final choice of what to bring – game starts to railroad from here	Player reminisces about the previous speeches that Isaac has given – not the same effect that was given previously, they now know the real facade behind Isaac
14-Mid	The player undergoes the raid – once they reach the top of the tower, they are able to kill the Council members	The player will be going through the building populated with guards and genius assassins. Once they arrive at the top floor, they will kill the council members – this will then activate a cut scene	N/A	Killing the Council members for the player is an act of vengeance for what they have been put through. A sense of justice is given to the player; however, they do not feel fulfilled in just killing them
14-End	Before killing one of the final Council members, he tells the player the truth about Isaac. The player discovers Isaac was an ex-Council member and the member who created the augmentation program	The player now has to choose what to do with Isaac, which leads to different end game content	Player either: Kill Isaac, Save Isaac, or the player goes “Berserk”	The sudden realisation that everything that has happened to you is due to Isaac. It’s a shock factor that shall lead to a set of choices for the player

15 - Kill Isaac Route	The player kills Isaac and becomes the leader of the Church. He tells all the members about what Isaac was	The player and the rest of the members go on to kill the rest of the Council members.		The player is able to lead a life of revenge to end the Council of 8 and take Isaac's life to end the suffering for himself and redemption for countless others
15 - Save Isaac Route	The player saves Isaac, they threaten the rest of the Council members into an agreement of gaining equal rights for the mutants within Arcadia	The player and Isaac threaten the council members in revealing all the secrets of the council to the public		If the player has a deep connection with Isaac, due to the journey they have taken together, they will be able to save Isaac and forgive him for his past wrong doings. The player will also feel like they can create a better future for the mutants, and they will need Isaac for this – Everyone can be forgiven for their past mistakes to lead a better and more fulfilled life
15 - Berserk Player Route	After the emotional scarring, the player is overwhelmed and kills Isaac and goes rogue. Thinking in their head they are attacking the council base, the player in reality is actually destroying the mutant stronghold	The player goes through the sewers and the church stronghold brutally murders everyone in sight - Brain damage, takes over		Mental instability has been a focal point within the journey of the player – This can lead to a damaged state where you are unable to trust any of your senses. This leads to the death of your comrades that you have known and loved through the journey

THE JOURNEY

The journey of the player varies throughout each level, highlighting the emotions that the player would be feeling if they were in the avatar's position. Whilst participating within each mission, they will be eluding to multiple themes that are apparent within Arcadian life. Once the player begins their first mission, they will start as a vulnerable and damaged character. They are unaware of what is happening after being dumped into the sewers. The truth for the player is slowly uncovered through the multiple levels, eventually culminating into a surprise reveal on the penultimate level. However, the truth is very harrowing, as the Messiah figure the player has looked up to throughout the game is turned into an enemy. The choice given to the player is very important, as it emphasises the themes of faith, religion and destiny for the player. Depending on the player's moral compass, their endings will differ greatly, revealing the truth of oneself. The ending scenario is a metaphor of being judged by a higher being. In the case of killing Isaac, you shall be ousted as a murder and an individual of evil. In contrast, choosing to save Isaac will redeem your past mistakes, leading to a life of bliss. However, the anomaly is the berserk choice; instead this option can be suggested as the loss of faith within humanity.

Furthermore, the player is made aware of the technological crisis that is plaguing Arcadia. Due to the history of the banned augmentation, the city of Arcadia is wary of technology and its dehumanisation. This is made apparent through the mutant avatar the player is in control of. Throughout the sandbox missions, NPC's shall give glances of disgust towards the player, further emphasising their vengeful attitude towards past events of Arcadian history. Due to the technological crisis, it has created a segregation amongst the people of Arcadia. This is apparent through the player progression of venturing to varying levels of Arcadia. Each area will vary massively in terms of architecture, people, and their social hierarchy.



Mind map indicating the varying themes that the narrative will portray about life within Arcadia

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