

GLOSSARY

Characters:

Main Character/Protagonist:

ELLIOT SHERMAN, short, but well built, strong nose, boyish face, long hair. Friendly, worldly and experienced, but not hardened. The son of a military man, he grew up a survivor, and a fighter. He was initially brought in on the project as a guide into the arctic, as he was an experienced traveler in harsh environments. He stayed on temporarily to run security as he had experience with that too. He briefly returned home to his family.

THE ROBOT, large, dull grey metal. Loyal, fierce.

DR. SOPHIA BROWN, petite, raven hair, usually up in a bun, glasses, lab coat. Carries herself with a non attention drawing confidence, kind, brave, and fiercely intelligent. Came onto the project's radar due to her applicable expertise. Seemed to come out of nowhere, like she just appeared one day,

Antagonist:

DR. ANTON ZAKOVICH, short, baby faced,. Wears a lab coat. Grumpy, shifty, sinister. (Not seen in the first level. Only referenced and heard from in journal entries)

Non-player characters:

DR. KYLE HARRISON, tall, scrawny, wild grey hair, mustache. Wears classy clothing under his lab coat. Kind, intelligent, but a bit high strung. One of the

first scientists brought on when the military first discovered it. (Not seen. Only heard from and referenced in journal entries)

GEN. SHELDON HUXFORD, well built, old grey, face that's both stern and kind, usually wears his uniform. Stern, holds back kindness, duty bound. When the object was first spotted in the sky, he was notified and put in charge of the situation. When it crashed he lead the project with Grayson Ian. (Not seen. Only referenced in journal entries)

GRAYSON IAN, short, average build, youthful face, dark hair, infectious smile. Usually wears fine two piece suits, almost never wears tie, or even button top button. Charismatic, intelligent. Son of a wealthy American industrialist, and daughter of a Russian diamond mogul, inheritor of both there fortuneds used it to create his own tech company. Huxford and the military contacted him to help explore the crash site and set up a facility and experiment and potentially use and/or reverse engineer the alien tech.. (Not seen. Only references in journal entries.

Other potential side characters;

Colonel William Howard- Terrance, directly under General Huxford.

Anthony Sloane, directly under Grayson Ian

Danson Blackday, working security under Elliot Sherman, temporarily taking over when he left.

Emil Bradley, an engineer, managing the the facility itself.

Environments:

MED BAY

Background;

White painted plaster walls

Objects;

- Medical bed
- Shelf with; pill bottles, medicine bottles, needles, beakers.

HALL

Background;

Metal panels, some partly rusted, some entangled in jungle vine, some with spider webs, some with some combination of several or all.

Objects;

- Crate (some entangled in jungle vine)
-

ROBOT ROOM

Background;

Metal panels, some partly rusted, some entangled in jungle vine, some both.

Objects;

- Crate (some entangled in jungle vine)
-

LAB

Background;

Metal panels, some partly rusted, some entangled in jungle vine, some both.

Objects;

- Metal tables
- Chair
- Blow torch
- Computers

ROOM

Background;

Metal panels, some partly rusted, some entangled in jungle vine, some both.

Objects;

- Power cell
- Power cell station

REC ROOM

Background;

Off white painted plaster.

Objects;

- Cabinets
- Counter
- Table
- Childrens drawings (on the walls)
- TV (static, kangaroo cartoon)
- Papers
- Half eaten food.

PENS

Background;

Pens, metal walls far in the background.

Objects;

- Pens
- Pen signs
- Buckets

WORKER QUARTER HALL

Background;

Off white painted plaster.

Objects;

- Doors

WORKER QUARTERS

Background;

Gray painted plaster.

Objects;

- Beds
- Dressers
- Desks
- Vanities

COURTYARD

Background;

Metal panels, some partly rusted, some entangled in jungle vine, some with spider webs, some frosted over, some dripping leaking water.

Objects;

- Doors
-

TEST CHAMBER

Background;

Metal panels, some partly rusted, some entangled in jungle vine, some with spider webs, some with combinations of them.

Objects;

Enemies;

Spiders, Mutated animals