

A.N.N.A

HIGH CONCEPT

A robot assassin named Anna strives to live a peaceful life free from killing yet her programming makes this impossible.

This concept is a light hearted twist of the “Ghost in the Shell” or “Blade Runner” genre. It has the playful feel of games like “No One Lives Forever” mixed with the tongue-in-cheek violence of films like “Evil Dead”.

The game combines anime aesthetics with western themes and nostalgic music.

OVERVIEW: (MR. ROBOTO – STYX)

The Palladium Syndicate is the wealthiest and most powerful corporation in existence. The syndicate builds robots that protect the most prominent people in society, usually with political affiliations. Each of these guardians is priceless and the syndicate decides who is worthy of protection.

The syndicate engineered Anna (A.N.N.A – Artificial Neural Network Assassin), to protect a charismatic and extremely moral politician fast-tracking his way to the Presidency. Anna is the syndicates most advanced achievement. She was built with emotions after an extensive series of tests. The syndicate concluded that only a guardian with strong feelings towards its client would protect it with maximum effectiveness. Emotions make Anna a better killer. Anna loves her client yet this love cannot be compared to normal human behavior, it’s fabricated.

The Palladium Syndicate has long suspected that Anna’s politician would combat its current corporate strategy. To eliminate this threat, they programmed Anna to kill him when the correct parameters fell into place. Anna was unaware of any such programming. She was deceived by the syndicate when she was sent to protect him. These conflicting orders eventually break Anna and backfire on the syndicate.

For the better part of her career she protects the politician, then one night the parameters set up by the syndicate initiate Anna’s secondary directive. Fighting her will to protect the client she loves, Anna assassinates him while he sleeps, leaving only a darkened room full of smoke, blood and charred pillow feathers.

Anna spends many days in this room, sitting on the edge of the bed, thinking about what happened. When the syndicate sends a team to reprogram her for her next assignment, Anna retaliates. She concludes that the syndicate is responsible for the death of her client. She decides to infiltrate the manufacturing facility and overwrite the programming that controls her killer instincts. By doing this, Anna will control her own actions free from the puppet strings of the syndicate.

When campaign posters appear with the face of the man she killed, Anna uncovers the syndicates plot to control the positions of power in the houses of government. The syndicate is killing politicians and replacing them with cybernetic clones who can be controlled and who support their controversial agenda.

CUT SCENE: (DON'T LET IT END – STYX)

Fighting conflicting directives, Anna kills her politician. Moments later, we see her sitting on the side of the bed cleaning her arm which contains the jaw-dropping stopping power of a .50 caliber silenced automatic assault rifle. It's conveniently built right in – a marvel of modern technology. We slowly zoom past Anna to the smoking bullet holes of a charred pillow, then cut to scenes recapturing some of her glorious moments with the politician (from a robots perspective). We then cut to scenes of syndicate technicians closing in on the room where Anna sits in silence. They have come to reprogram her for her next assignment. Anna sits as still as only an android can; until the door creaks open. Self preservation, and anger, takes over...

MUSIC STYLE / LEVEL THEMES

The musical selections are here to illustrate some of the feel of the game, in most cases picture preparation, chaos and flying debris. Others scenes are tranquil, quiet and absurdly sentimental. Much of it suggests what Anna would be like if she weren't programmed to kill. The songs mimic the emotions of the robotic assassin.

Act I:

Anna's theme song:
– “Mr. Roboto”, Styx

Anna assassinates her politician:
– “Don't Let it End”, Styx

Act II:

Anna misses her politician, begins fighting the syndicate and struggles with her engineered emotions. Conflicting missions given to her by the syndicate cause erratic behavior. She's confused as she initiates her own directive:
– “Sweet Emotion”, Aerosmith

Anna decides to infiltrate the syndicate:
– “Child of Vision”, Supertramp

Anna fights the syndicate:
– “99 Luft Balloons”, Nena

Anna is captured and reprogrammed by the syndicate to be docile, she remembers her politician:
– “The Great Pretender”, The Platters

Anna reprograms herself, an act thought impossible by the syndicate. Anna makes the determination that killing is necessary to overcome evil. She stops fighting her nature and rejoices in what she's good at...killing. The desire to preserve life is gone:
– “Janie's Got a Gun”, Aerosmith

Act III

Anna destroys the syndicate:
– “Back in Black”, ACDC

ART STYLE

Concept and Marketing Style (Hyung-Tae, Kim):





Game Environment Style:

