

# PROTOCOL Re-SERVANT

---GAME DESIGN / NARRATIVE PROPOSAL PROJECT

## SUMMARY

Protocol Re-SERVANT is an interactive narrative experiment about delayed death.

In a future where consciousness can be preserved but identity cannot, human beings become functional components within technological systems. The player inhabits a domestic robot powered by erased human consciousness, operating within a space that feels both familiar and estranged.

The project reframes death not as termination, but as a gradual invalidation of existence.

GENRE: Death philosophy, AI    PLATFORM: PC    DATE: December 2025

## GAME CONCEPT

Protocol Re-SERVANT is a narrative-driven interactive experience centered on the idea of “death as a prolonged condition.” The project envisions a future system capable of extracting and restructuring the consciousness of the deceased. In this system, humans are not entirely terminated they are recompiled into functional entities, serving as the cognitive cores of domestic robots.

The player does not assume the role of a truth-seeking protagonist. Instead, they embody an erased identity a consciousness that continues to operate within a system that no longer acknowledges it as human. The experience is not about escape or rebellion. IT IS ABOUT INHABITING A SUBTLE TENSION: Existing as a tool within a space that once felt like home.

## PLAYER EXPERIENCE

Routine domestic tasks gradually trigger fragmented memories, creating an unexplainable sense of identity instability.

- Domestic Routine
- Subconscious Triggers
- Fragmented Memory
- Unconfirmed Identity
- No System Explanation
- Existential Instability



### Core Design Intent

- Death is not termination, but loss of legitimacy.
- Continuity of consciousness does not equal continuation of life.
- Existence requires recognition.

INSPIRATION

I began conceptualizing Protocol Re-SERVANT out of a persistent uncertainty about whether death truly occurs at a single moment.

Death is often defined as the cessation of biological function or the end of conscious activity. Yet in reality, disappearance rarely happens instantaneously. It unfolds gradually.

THE DEATH  
of  
PHILOSOPHY

LAST WILL  
AND TESTAMENT

After someone dies, traces remain— Objects stay in place.  
Rooms preserve their arrangement.  
Names remain in family archives.

This led me to question:  
If consciousness can be technologically preserved and continues to operate, yet identity, relationships, and social recognition cannot be retained, can this state still be considered life?

This project does not aim to judge technological advancement. Instead, it asks a more fundamental question:  
Does existence require recognition from others in order to be valid?



But these traces do not equal life.  
They are residues not yet erased.  
Over time, belongings are sorted, spaces rearranged, records simplified.  
A person transitions from “a remembered presence” to “a referenced piece of information.”



NARRATIVE BACKGROUND

| SECTION       | CONTENT                                                                                                                                                   |
|---------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------|
| Premise       | A robotics corporation extracts consciousness from the deceased, erases memory, and implants it into machines to overcome AI's limits in human reasoning. |
| Product Claim | Marketed as "a domestic system with human cognition-without the risk of self-awareness."                                                                  |
| Hidden Flaw   | Subconscious residue cannot be fully erased.                                                                                                              |
| Player Role   | The player controls a robot assigned to perform routine tasks in a household.                                                                             |
| Experience    | Environmental details (furniture, photos, records) trigger suppressed memories and growing familiarity.                                                   |
| Revelation    | The player gradually realizes the family they serve are their own descendants.                                                                            |

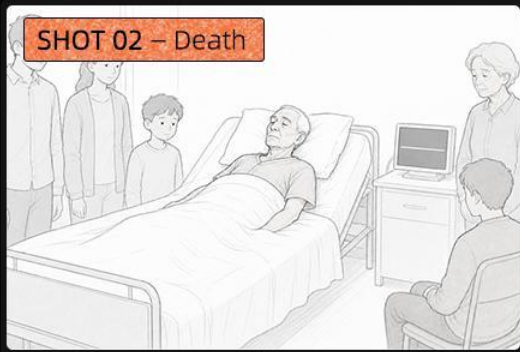


STORY BOARD - AI GENERATED



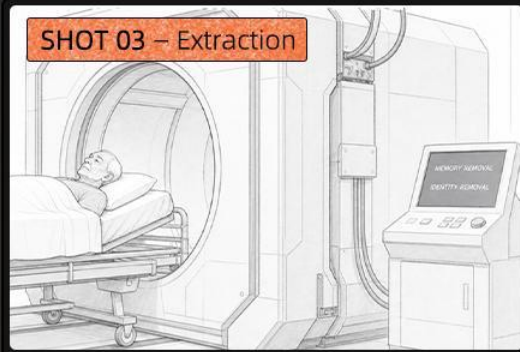
SHOT 01 – The Contract

An elderly man signs a consciousness donation agreement before his death.



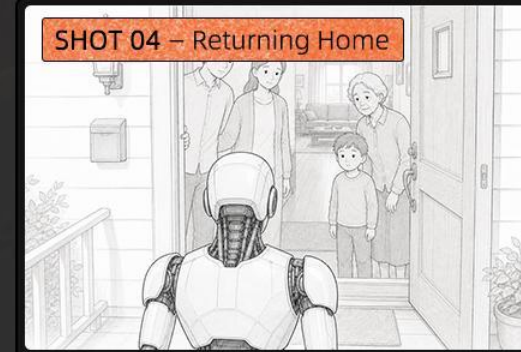
SHOT 02 – Death

Surrounded by his family, the old man quietly passes away.



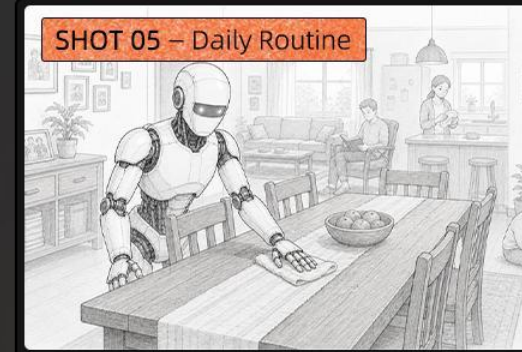
SHOT 03 – Extraction

His consciousness is extracted while his memories and identity are erased.



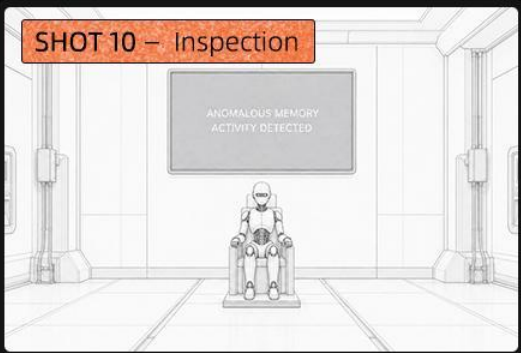
SHOT 04 – Returning Home

Years later, The robot is assigned to a family that was once its own.



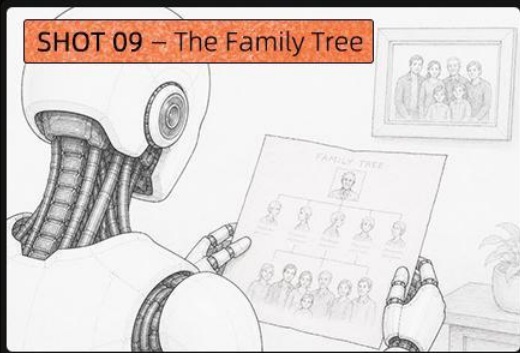
SHOT 05 – Daily Routine

It performs ordinary household tasks as a loyal service robot.



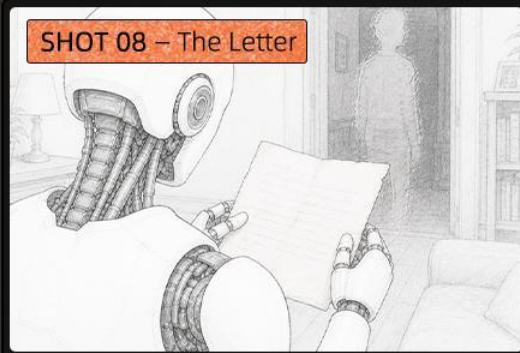
SHOT 10 – Inspection

The corporation identifies the robot's recovered memories as a system anomaly.



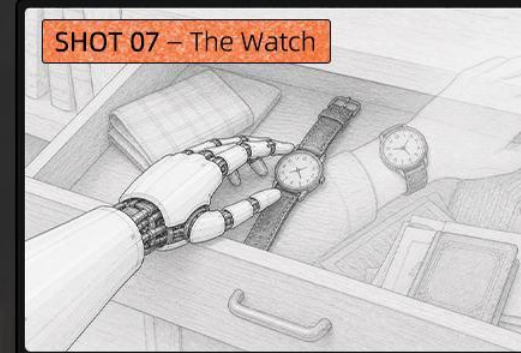
SHOT 09 – The Family Tree

The robot finally realizes the family it serves is its own descendants.



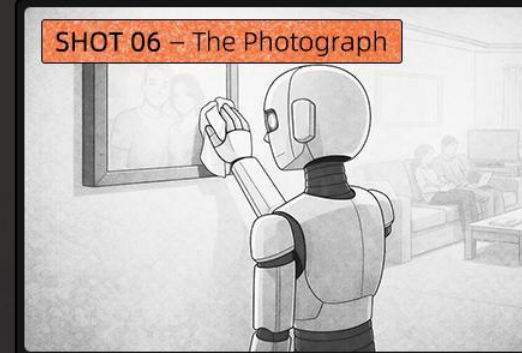
SHOT 08 – The Letter

A handwritten letter reveals fragments of emotions from the past.



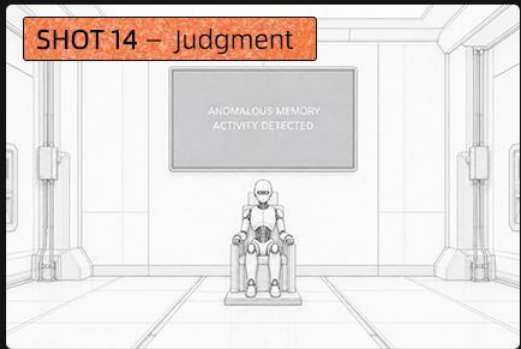
SHOT 07 – The Watch

An old watch awakens a forgotten connection to its former life.



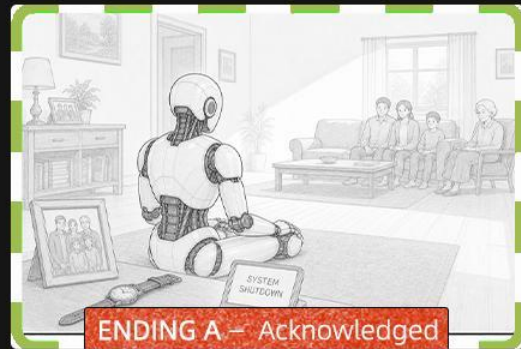
SHOT 06 – The Photograph

A family photograph unexpectedly triggers the first memory fragment.



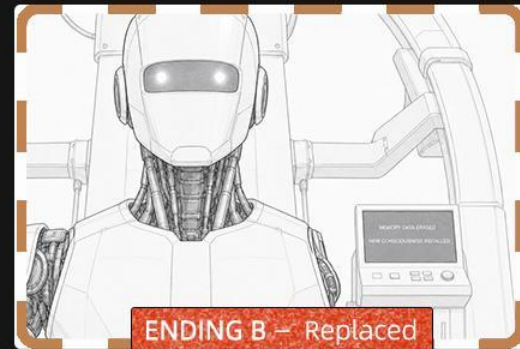
SHOT 14 – Judgment

The family must decide whether to accept or reject the impossible truth.



ENDING A – Acknowledged

Recognized at last, the robot peacefully chooses to shut itself down.



ENDING B – Replaced

Its consciousness is erased, and another identity awakens inside the same machine.

# GAME DESIGN

## DESIGN PRINCIPLES

Minimal interaction

- Player interaction is restricted to basic movement and a single interaction input. Complex mechanics are intentionally avoided to prevent mechanical distraction, allowing focus on spatial presence, emotional tone, and narrative rhythm.
- Less interaction amplifies existential awareness.



Limited player agency

- Players cannot directly alter others' perceptions through dialogue systems or branching choices. Nor can they escape structural control through action.
- This limitation is intentional. It emphasizes the individual's constrained position within systemic authority.
- All actions remain within permitted functional boundaries.



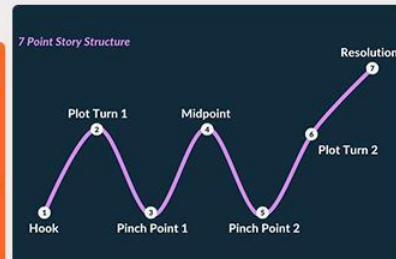
Emotional experience over challenge

- The game does not employ traditional difficulty progression or skill-based challenges.
- Its tension arises from cognitive instability and identity displacement rather than mechanical mastery.
- The player experiences escalating existential pressure instead of gameplay difficulty.

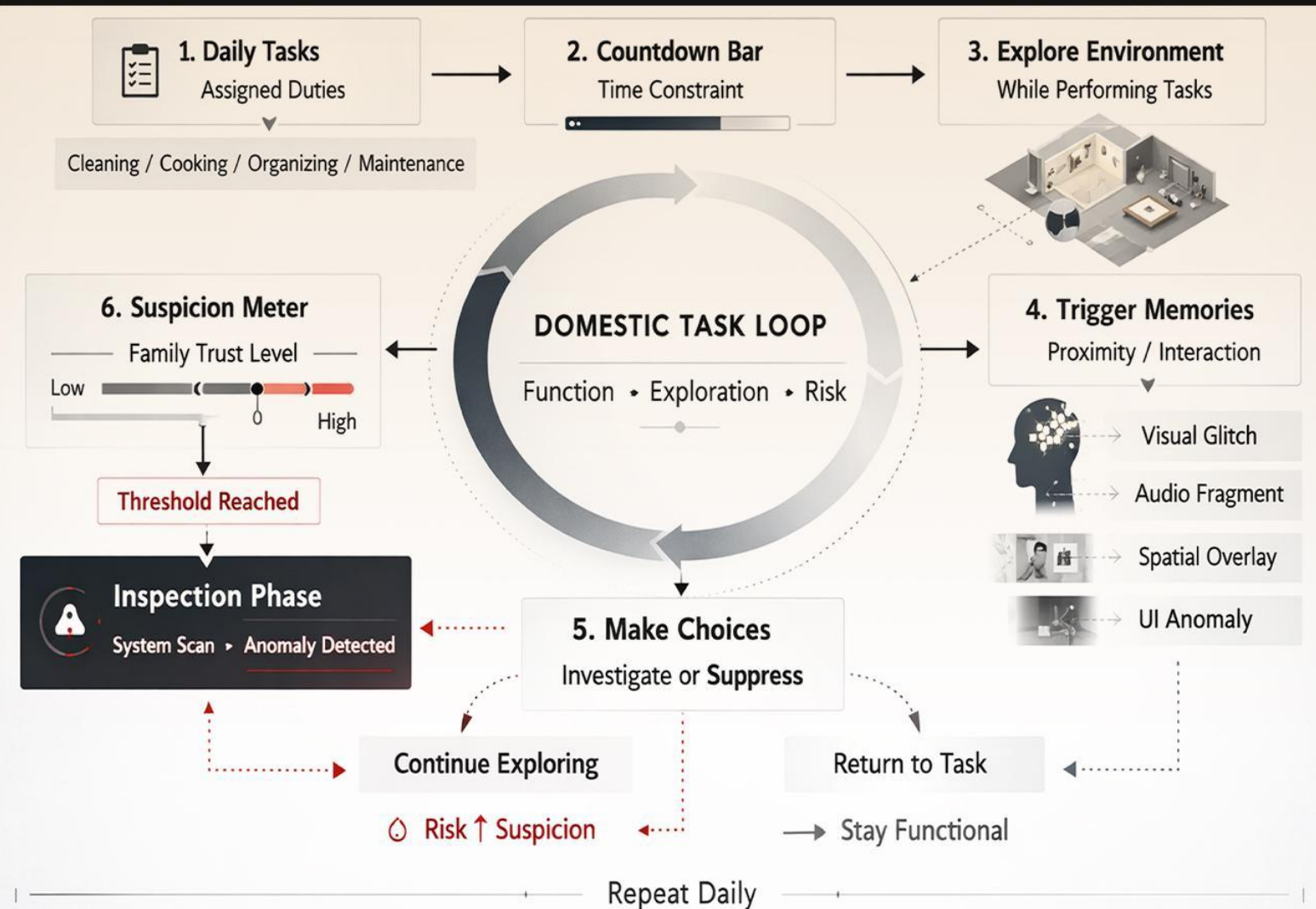


Narrative-driven structure

- Progression is driven by spatial exploration and memory activation rather than level-based objectives or reward systems.
- Narrative is not an added layer—it is the structure of play itself.
- Memory fragments, spatial dissonance, and system inspections define pacing.



## CORE MECHANICS



### DOMESTIC TASK LOOP

- Each day, the player receives assigned domestic service tasks (cleaning, organizing, cooking, maintenance).
- Tasks are presented with a visible time constraint. They are not mechanically difficult but highly repetitive and structured.
- The purpose is not challenge, but rhythm—establishing the player as a functional entity within a system.

### ENVIRONMENTAL MEMORY TRIGGERS

- Certain objects and spatial positions trigger subconscious residue. Activation occurs through proximity, pause, or touch.
- Effects include:
  - Brief visual distortion
  - Overlay of past spatial configurations
  - Fragmented first-person whispers
  - Subtle UI malfunction
- Memories never fully reconstruct.
- The mechanic creates instability rather than puzzle resolution.

### SUSPICION METER

- Excessive exploration, delayed tasks, or frequent anomalies increase a “suspicion meter.”
- Once the threshold is reached, corporate inspection is triggered.
- This creates the central tension:
- The closer the player moves toward truth, the closer they are to deletion.

### INSPECTION PHASE

- During inspection, the player is transferred to a sterile white examination space.
- The system scans for abnormal memory activity.
- Players must temporarily suppress anomaly triggers to reduce detection levels.
- Failure results in immediate replacement.
- This phase reinforces:
  - Inescapable systemic surveillance
  - Consciousness treated as technical malfunction

# LEVEL DESIGN

The level design of Protocol Re-SERVANT is built around the concept of spatial memory.

The entire game takes place within a single family house. At the beginning, players enter this environment as a domestic service robot and perceive it only as a workplace that requires maintenance.

As exploration progresses, players gradually discover: This unfamiliar space is actually a collection of traces from their own forgotten life.

Instead of expanding through larger environments, the level evolves through changing meanings of the same space.

The same room transforms from:

- Functional Space
- Investigation Space
- Memory Space

The player’s understanding of the environment changes over time, becoming the foundation of the narrative experience.

| Phase      | Spatial State         | Player Understanding                 |
|------------|-----------------------|--------------------------------------|
| Early Game | Clean & Functional    | “I am a machine.”                    |
| Mid Game   | Familiar & Suspicious | “Why does this place feel familiar?” |
| Late Game  | Emotional & Personal  | “This place was once mine.”          |

**Main Task**

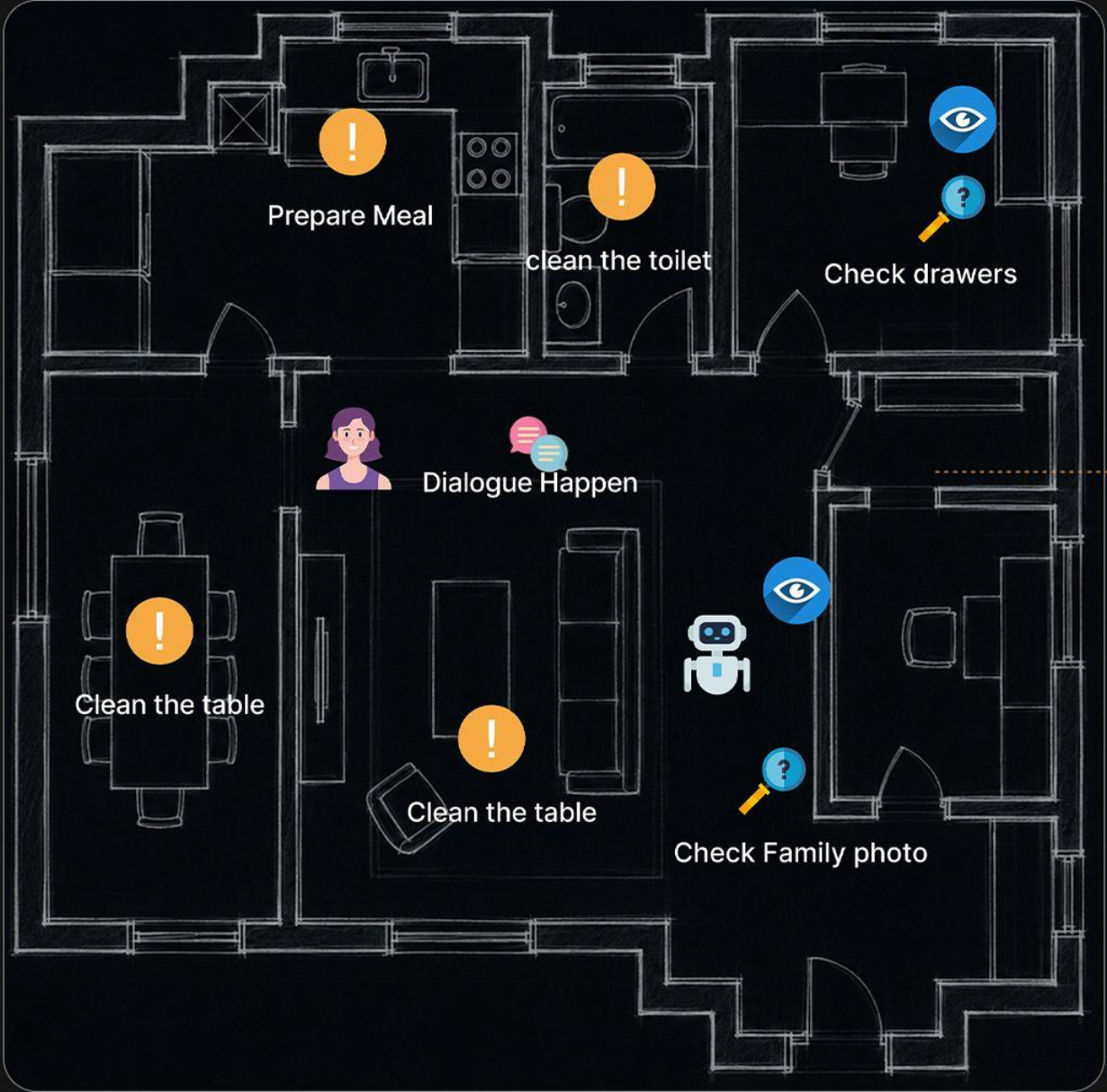
**Investigation**

**Dialogue**

**Suspicion Zone**

**Robot**

**Family member**



## Phase 01 — Functional Space - Design Goal

At the beginning, the player enters the household as a newly activated service robot.

At this stage, the space contains no obvious mystery.

The player sees:  
A household that requires maintenance.

Not:  
A home that once belonged to them.

Main areas include:

- Living Room
- Dining Area
- Kitchen

Players perform:

- Cleaning surfaces
- Organizing objects
- Preparing meals

## Phase 02 — Investigation Space- Design Goal

As subconscious memories begin to emerge, certain objects start producing abnormal responses.

THE LEVEL GRADUALLY TRANSFORMS:  
Previously meaningless objects become exploration targets.

| Object       | Memory Function            |
|--------------|----------------------------|
| Family Photo | First identity recognition |
| Old Watch    | Physical memory connection |
| Letter       | Emotional memory fragment  |
| Family Tree  | Identity revelation        |

The environment introduces:

- Hidden drawers
- Private object areas
- Family archives

Players investigate while maintaining their daily duties.

## Phase 03 — Memory Space- Design Goal

In the final phase, the house is no longer just a physical environment.

It becomes a space where past and present overlap.

Through:

- Changing room layouts
- Transparent human silhouettes
- Historical object overlays
- Fragmented voices

Players experience multiple timelines within the same location.

# GAMEPLAY CONCEPT

