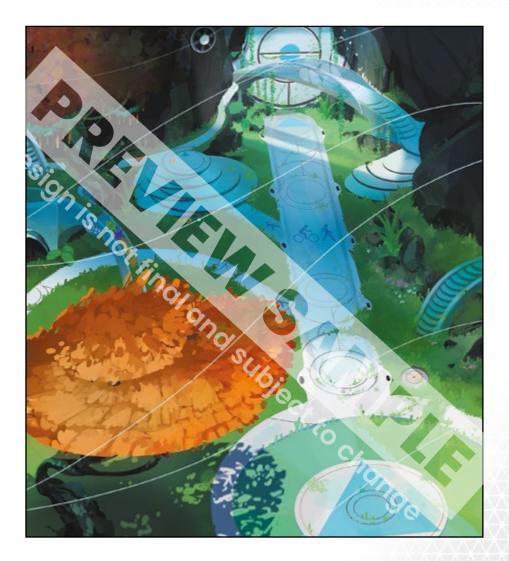


ACT II









CHAPTER II: CHARACTERS

MAX —

Meet Max, a young and audacious scavenger. Originally, we wanted to have a young character that symbolized hope and innocence while bringing a fun, lighthearted tone to the game.

We soon realized that we also needed to have a human character directly within the game space to represent mankind. This would give players a tangible connection to what they are fighting for, making their mission feel more meaningful.



















CHAPTER III: WEAPONS

GEN.I

The Generation I weapons fall under the "junk, scrapped, handmade, second-hand" category. In the Roboquest timeline, they are the most recent, as Max crafted them specifically for the Guardian using salvaged modern firearms and assorted junk. True to her creative spirit, she often decorates these weapons with colorful graffiti, paint, and custom add-ons, giving each one a unique, personal touch.

Generation I weapons were among the quickest to conceptualize, as their scrappy, DIY nature made them a perfect playground for creativity. This approach also allowed us to introduce old-fashioned weapons like carbines, muskets, and blunderbusses without them feeling out of place alongside the rest of the arsenal. Their design is often characterized by sharp edges, asymmetrical shapes, and a worn, rusty aesthetic, reinforcing their rough, repurposed look.



