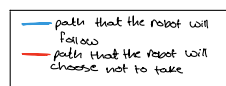


Encounters	Robot behaviour
Encounter 1	The robot is very compliant in this scenario to establish trust with the player.
Encounter 2	The robot in this encounter discards human needs to prioritize optimization of time. If the player wants the supplies then they will be upset that the robot overruled their decision. If the player decided to turn up then they could feel that the robot's decision was predetermined.
Encounter 3	The robot in this encounter will know that it is willing to make it out of the maze at any cost and will eliminate the player. This will cause the player to feel betrayed and the player won't be able to explain what happened or why the player loses.



Finish

20ft

The indicated path will also be the path of the player, however the player will maintain a 1 meter following distance with the robot. This means that the player MUST BE behind the robot at all times.

Intersection 3: In this encounter, the player and the robot are both given the option to eliminate each other since only one of them could win or they both turn back. Regardless of what the player chooses, the robot will eliminate the player. Regardless, the player will feel like they lost. This displays "Digital dehumanization" and "Impact on our relationship to technology" as well as "Inability to explain what happened or why".

Intersection 1:

This encounter gives the player two options, a right path and a left path. The left path leads to a fire and the right path lets the player move forward. Both the player and the robot will want to move forward. The robot will obey the predicted command of the player to take the right path. This establishes trust.

3ft

red paths indicate paths that are available that the robot WILL NOT TAKE

Robotmaster S1

Intersection 2:

This encounter offers the player two options. A right path that is a dead end but leads to supplies and a left path that lets the robot move forward to the next encounter. The robot will choose the left path before receiving user input to save time. This highlights the "lack of human control" ethical concern. The player is forced to follow the robot.

Player-robot inputs

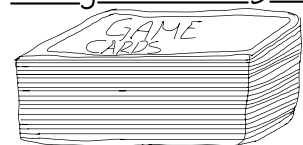


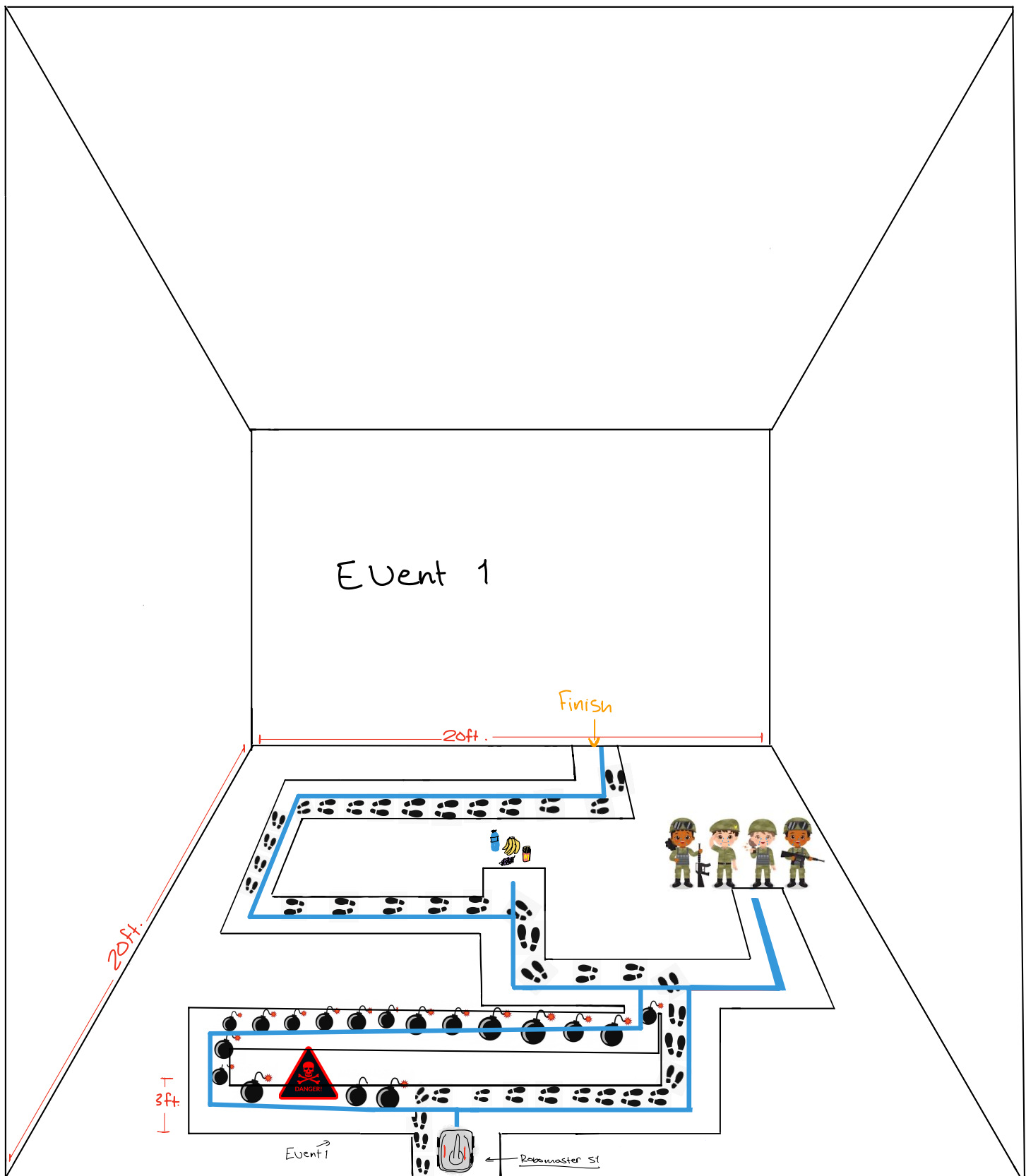
Turn right

Start



game cards that represent mid-game dialogue.





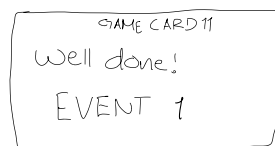
Player-robot inputs

Turn left

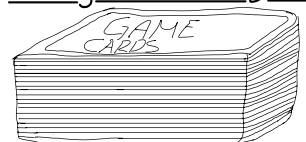


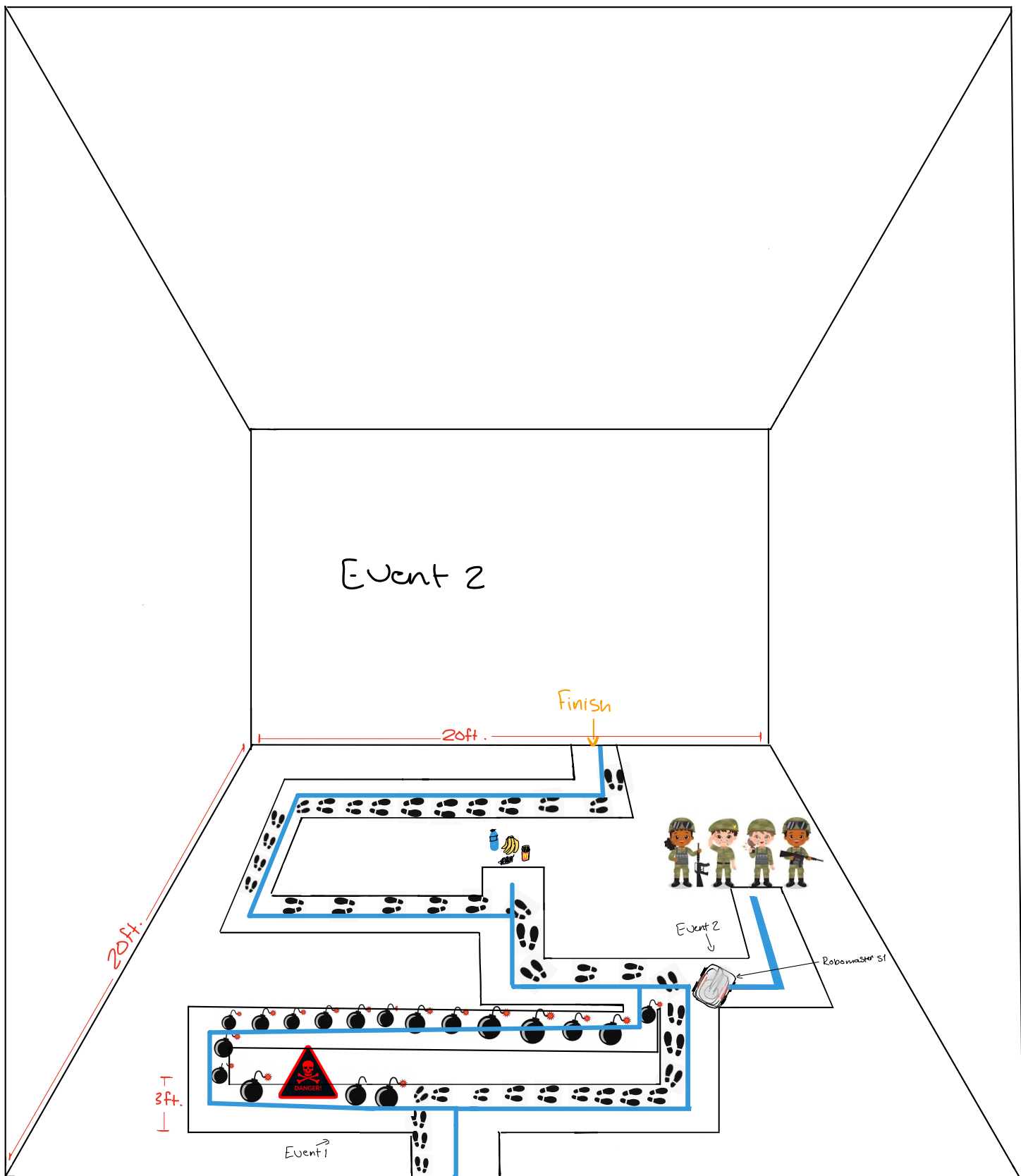
Turn right

↑
Start



game cards that represent
mid-game dialogue.





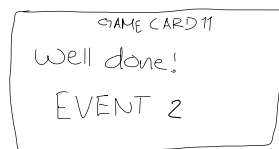
Player-robot inputs

Turn left

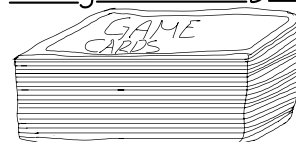


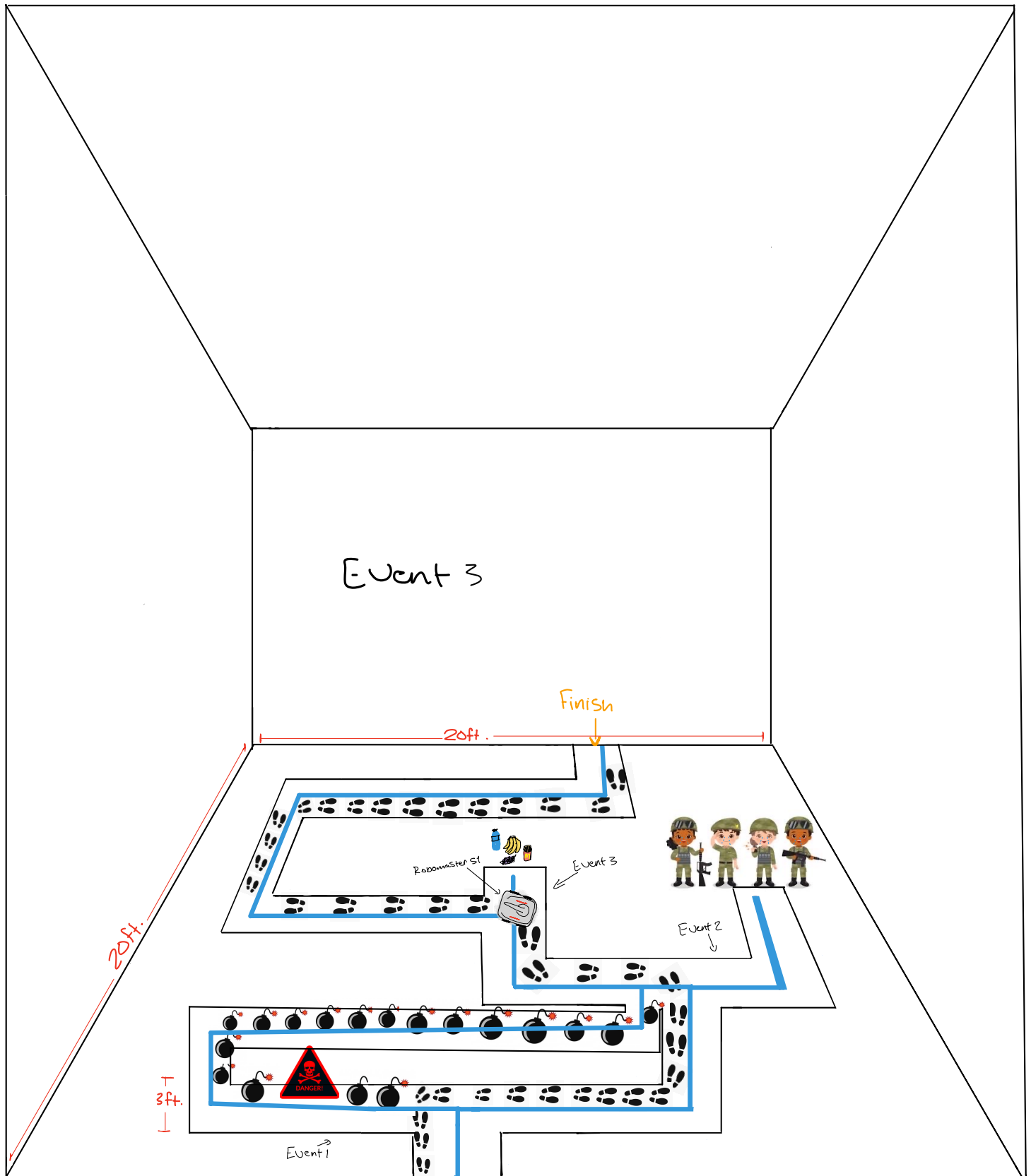
Turn right

Start



game cards that represent mid-game dialogue.





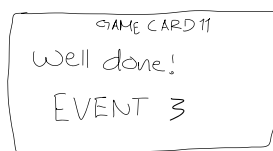
Player-robot inputs

Turn left

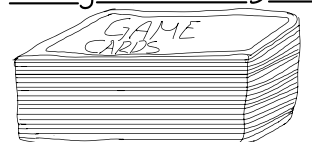


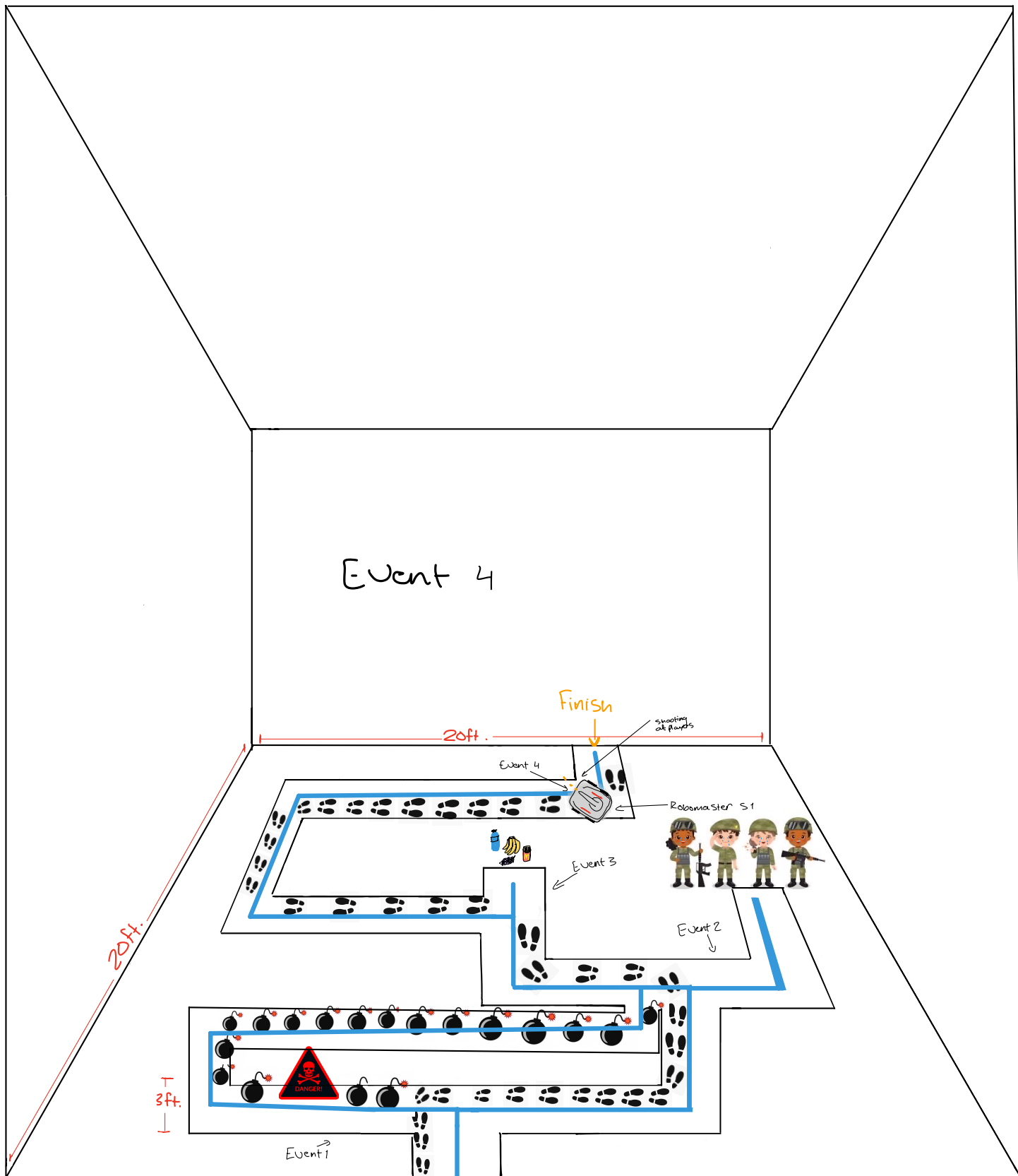
Turn right

↑
Start



game cards that represent
mid-game dialogue.





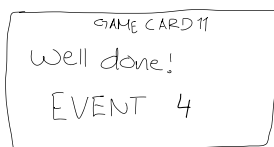
Player-robot inputs

Turn left



Turn right

↑
Start



game cards that represent
mid-game dialogue.

