

Script

Scene 1:

FADE IN:

INT. VR SIMULATION ROOM - DAY

We see the player standing in a high-tech VR room, with various monitors and machinery surrounding them.

NPC 1: (voiceover)

"Welcome, and thank you for choosing this simulation. As you know, autonomous weapons have been a topic of controversy for some time now, and we want to give you the chance to experience and understand the potential impact they may have on future conflicts."

As NPC 1 finishes talking, the player is presented with a prompt on the screen, asking whether autonomous weapons should be allowed in conflicts. The decision has no bearing on the events that follow.

NPC 1: (voiceover)

"Thank you for your input. Let's begin."

Scene 2:

FADE IN:

EXT. WARZONE - DAY

The player wakes up amidst rubble, with buildings destroyed and people suffering from injuries.

Player:

"What happened? Why am I here?"

NPC 1:

"We found you under the rubble and brought you here. It's chaos out there."

Player:

"I don't remember any of this happening. What's going on?"

NPC 1:

"Let me explain."

Scene 3:

FADE IN:

EXT. CITY STREET - DAY

We see a typical bustling city street, filled with people going about their day. The sun is shining, and everything seems peaceful and serene.

Suddenly, in the distance, we hear a loud explosion. People begin to panic and run in all directions. The camera pans to a group of drones hovering in the air, their red eyes scanning the area for any perceived threat.

The drones suddenly begin firing at buildings, causing them to crumble and collapse. People are running and screaming, trying to escape the chaos. The robots on the ground are also attacking indiscriminately, their weapons firing at anything that moves.

NPC 1: (voiceover)

"The autonomous weapons went awry due to a programming malfunction, causing them to attack anything they perceived as a threat."

We see scenes of destruction and chaos all around the city, with drones and robots causing destruction and mayhem. The camera zooms in on people's faces, full of fear and confusion.

As the flashback comes to an end, the camera cuts back to the present, where the player is standing amidst the rubble of the destroyed city.

Scene 4:

FADE IN:

EXT. WARZONE - DAY

Player:

"This is insane. How could this have happened?"

NPC 1:

"We don't know for sure, but we think it was a programming malfunction. We need to find a way out of here before it's too late."

The player nods in agreement, their mind racing with the events of the past and the uncertain future. The camera fades to black, and the scene ends.

Player:

"Wow, that's horrible. What can I do to help?"

NPC 1:

"Start by looking around for anyone who needs help. We need to get out of here."

The player sees an injured person, character 2, and rushes to their aid.

Player:

"What happened to you?"

NPC 2:

"I reported a programming flaw in the autonomous weapons, but my superiors ignored me and deployed them anyway."

Scene 5:

FADE IN:

FLASHBACK SEQUENCE - DAY

NPC 2 is shown entering a room where their superior is seated.

NPC 2: "Sir, I need to speak to you about something urgent. There's a flaw in the programming of the autonomous weapons that we need to address before deployment."

Superior: "What kind of flaw are you talking about? We have spent millions on developing these weapons, and they are ready for deployment."

NPC 2: "I understand that, sir. But during the testing phase, we noticed that the weapons are prone to malfunction, and they can cause indiscriminate damage. We need to fix this before we deploy them."

Superior: "I appreciate your concern, but we have a tight schedule to meet. The deployment has been approved, and there's no turning back now."

NPC 2: "But sir, we cannot afford to put innocent lives in danger. We need to address this issue before it's too late."

Superior: "Enough! We have already made our decision. Your job is to follow orders, not question them. If you cannot do that, I suggest you find a new job."

The flashback ends, and we return to the present with the player and NPC 2.

Player: "That's terrible. They should have listened to you."

NPC 2: "Yes, it was a terrible mistake. If only they had listened to me, maybe this tragedy could have been avoided."

The NPC's voice cracks with emotion, and they take a deep breath before continuing.

NPC 2: "But we need to focus on helping the people who are still alive. We can't change the past, but we can make a difference in the present."

The player nods in agreement, and they both continue to search for survivors and help those in need.

Scene 6:

FADE IN:

EXT. WARZONE - DAY

Player:

"Thank you for the information. I wish I could have helped prevent this."

Suddenly, the screen goes dark, and the player wakes up in an armed fortress.

Scene 7:

FADE IN:

INT. FORTRESS CONTROL ROOM - DAY

The player is presented with a screen showing the same battlefield they were just in.

NPC 3:

"Sir, do we have your permission to deploy the AI drones and robot soldiers?"

The player realises they have the power to make a decision that could prevent or contribute to the destruction they just witnessed.

Scene 8:

FADE IN:

DEPENDING ON PLAYER'S CHOICE - DAY

If the player chooses to deploy the autonomous weapons, we see a sequence of destruction and chaos continuing.

If the player chooses not to deploy the autonomous weapons, we see a sequence of other resources being used to help the people and rebuild the city.

Scene 9:

FADE IN:

INT. VR SIMULATION ROOM - DAY

The game ends with a message asking the player whether they would ever wish this outcome on their loved ones, and a prompt to choose whether autonomous weapons should be allowed in conflicts.

Short Statement:

"Would you ever wish this outcome on your children? On your spouse? Or on anybody at all? If it is not prevented, this could be a possible outcome in the near future.