

Infinity Land Plot Pitch
Introduction to Game Art
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2025

Setting

A near-ish future setting, the game takes place entirely within the Infinity Land theme park. Infinity Land is incredibly high-tech, even for the time period. The park is the brainchild of two best friends, prodigies of mechanical engineering and art. Infinity Land's claim to fame is its Holo-Interactivity technology, or HIT. HIT allows artificial intelligences based off of the park's characters to interact with guests in the form of Nanite-Hologram hybrid bodies. They feel solid and alive, but they can't really be hurt, their nanites just take some time to regroup (ie respawning mechanics). The HIT characters are aware that they are artificial creatures based on fictional characters, and they are mostly happy with that. Their programmed personalities are their actual personalities, but they treat the job kind of like being actors. None of the HIT AIs are evil as a rule, even the "villain" characters, because that wouldn't be safe. The park's founders are meant to be more "working out the ethics of new technology" as opposed to "made conscious beings and exploiting them." HIT characters being basically whole people was an accident, and even if it's kind of up in the air how moral it is for them to exist, deactivating them would basically be murder. A lot of them are close outside of their daytime roles. There are also normal puppets, animatronics, projections, etc that aren't sentient as parts of rides and shows, but are unfortunately hackable.

Plot

One night, somebody mysteriously infiltrates the park around closing and uploads an evil virus into the park's mainframe and it infects all of the HIT characters and everything else in the park except for our two main characters, Vec and Raster. As loyal but ineffective minions, they are comically clumsy and accidentally knock themselves unconscious while the virus was being uploaded, therefore escaping its influence. When they wake up in a staff area at the front of the park, everyone is acting creepy and strange and the human employees are nowhere to be found. The janitorial drones are hostile, and so are the area's HIT characters. They realize something bad has happened and fight off the drones. Making the HIT character's nanites recalibrate (by beating them up) frees them from the virus but leaves them weak, so only Vec and Raster can actually save the day. Beating the first area's boss also frees the human janitors, who tell them that the park's main mascot, Finn, took the two founders to Infinity Castle, the center of the park. But, the main host character of each area is powering a forcefield keeping everyone out, so they have to be defeated first. At the end, In the castle, the saboteur Mr. Minute, a corporate guy, reveals his plot to close Infinity Land by proving its technology is dangerous so that their competing budget park does better. The final boss is Mr. Minute and Finn together in a powers-combined situation. Once you beat them and set Finn and the founders free, they make a vaccine for the HITs and fix all of the non-sentient technology in the park, and the new day dawns hopeful.

Levels

- Old Town Anywhere- Looks like a lot of historic towns with a little Spanish or Mediterranean influence, think St. Augustine and any “main street” in a little town. Warm, earthy tones with a little blue, at sunset. Shops, food carts, a little train ride. Typical theme park front area.
- Crystal Ruins Jungle- forest and jungly greens with pink and magenta crystals, teal-grey stone. Ruins (pyramid type) roller coaster, river ride, crystalline and stony themed carnival flat rides. Crystals glow. “adventure” area
- Sky Pirate Pier- Steampunk sky ship pirates. Elevated off of the ground on a bunch of platforms, brass and gears and actual little sky ships, flying arm ship rides, and kites. Blues, golds, browns, and some dusty pinks. Boat ride/pier area.
- Dragon Mountain- a faux mountain environment populated by 2 roller coaster tracks, draconic stone sculptures, and cavern mouths. Buildings that have inside rides in them with fantasy architectural influences. Blue-grey stone, sunny/gold yellows, aquas and teals. Fantasy area.
- Atlantis Reforged- retro-futuristic underwater bubblecity, submarine rides, submarine roller coaster? Pod ferris wheel. Futuristic sea animal decorations. Very seaquest/sealab. Silver, deep blues, pinks. Futuristic area.
- Infinity Castle- a very pretty, sort of gothic castle that looks extremely menacing at night. This is not helped by the hard red lighting and parts of the structure being recently torn up by possessed Finn. Pointy. Sort of gloomy, pre dawn light. Legally distinct theme park castle area.

Characters

Protagonists: Vec and Raster- Two HIT characters who are very close to their base programming still. They are goofy minion characters who are super loyal to their boss and really bad at their job. Vec is energetic, good natured, and un-observant. Orange cat behavior coded. Happy, but dumb. Raster is nervous, shy, and clumsy. Nervous and smarter than his brother. Vec has no idea what he should be doing at any given point, and Raster knows what to do but butterfingers it up all the time. They are very close with each other, and nice guys to be around even while they are in-character as “bad guys.” since they’re bad at being bad.

Acting antagonists- HITs who are possessed by the virus and are area bosses.

- Mister Miao- Vec and Raster’s boss, a mafia themed cat guy who is, in the park’s lore/tv show or whatever, the bad guy for the main character Finn. He is, ultimately, a comedic character. He loses all the time. He loves his minions, especially Vec and Raster (who are his nephew) even when they screw everything up really badly. Boss of area 1, Old Town Anywhere.
- Boss of Crystal Ruins Jungle- temple guardian construct made of crystal, typically peaceful but now berserk.
- Captain Davie Jane, boss of Sky Pirate Pier. captain of the pirate ship Grimgear. Robot pirate woman, very cool.

- Rime Doomsong-Dragon Mountain Boss, a big scary dragon who's the centerpiece of the Dragon Mountain Twister, a roller coaster. For the public, he's a big loud monster that growls and postures. Off duty, he's a polite and well-spoken individual with a taste for tea parties and smooth jazz.
- Boss of Atlantis Reforged- giant jellyfish mermaid princess.

Finn- Little cute dog guy, the mascot for the park, the "mouse," so to speak. The most good guy to ever good guy, the underdog. Literally. He's small, adorable, and marketable. He gets along with all the other HIT characters and the human employees. He plays a more smug character than he really is. The real bad guy targeted him really hard because he is the face of the park. Finn got a dose of something extra, a virus that juiced up his physical nanite form to a larger size and more monstrous shape. Final Finn, with the corporate guy piloting him like a mecha, is the final boss of the game and the boss for infinity castle.

Corporate guy- Morgan Minute from Minute Entertainment. (pronounced minute as in small, not as in time, but people pronounce it wrong frequently as a bit) Generic corporate baddie. He is the nepo baby running Minute Entertainment into the ground out of ego and lack of original ideas. His plan is to force Infinity Land to be destroyed by making the HITs hostile so the park must be destroyed, and frame the Founders as secretly evil the whole time, which people will buy because he plans on making Finn destroy the whole building with them in it.

Non-combat npcs-

Janitor-One of the janitors captured in level 1, here for exposition. Thanks Ron.

Dr. Waters- one of the two founders, the scientific half of their equation. Genius engineer, bigger heavysset dude. Older brother energy. Labcoat over aloha shirt, shorts, glasses, stubble. Tends to mumble off the end of his sentences thinking about something.

Sophia Katz- one of the two founders, the designer behind the characters and the park. Tired, but happy, smaller lady, messy hair in a ponytail. Wearing a big sweater and a professional looking skirt. Pencil in her hair. Talks in a very enthusiastic manner.

Both founders look to be in their early 40s. They are not in a romantic relationship.