[Cover Image]

Starfield: "Remnant of Tiangong"

Version 3.0

Designer: Jiafan "Roy" Lu
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Document Revisions Table

Version	Description	Requestor	Date

1.0	Updates:
	1. Updated Level Summary
	   a) Quick Summary
	   b) Level Feature Overview
	2. Added Practical Plan section in Development Schedule
	3. Updated Level Details
	   a) Including maps and Gameplay summary
	4. Updated Skill Progression Chart
	5. Updated Appendices A and B
			9/22/2025

2.0	Updates:
	1. Update level map
	   a) Map layout & Gameplay Summary
	2. Update Level Feature Overview
	   a) Player Weapon
	   b) Enemy's Weapon
	   c) Challenge Fit
	3. Update SPC
	4. Add Appendix C & D
	   a) Context
	   b) Character
	   c) Dialog
			10/1/2025

3.0	Updates:
	1. Update Thesis Topic Summary
	   a) Thesis Topic
	   b) Hypothesis
	2. Update Practical Plan
	3. Update level map based on Professor's feedback
	   a) Map layout & Gameplay Summary
	4. Update Level Feature Overview
	   a) Player Weapon
	   b) Enemy's Weapon
	   c) Challenge Fit
	5. Update Appendix A
	   a) Kitchen Section Removed from sheets
	6. Add Appendix C & D
	   a) Dialog		

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Level Design Document

Level Summary

Quick Summary

Artifact Summary

"Remnant of Tiangong" is a standalone single player level designed for *Starfield*, focused primarily on exploration, with light puzzle solving and combat elements. The level design features a diverse spatial layout to accommodate various combat styles.

Tiangong-7 is an abandoned research space station orbiting Mars. The player, acting as a member of Constellation, receives a quest in New Atlantis from an explorer named Wendy. She tells the player that she and her best friend discovered an ancient 21st century space station. However, during their exploration, they were attacked by robots, and her friend is still trapped inside. Wendy then asks the player to rescue her friend and unravel the mysteries of the space station.

Thesis Topic Summary

Topic Name

Influencing Player Tension using Spatial Composition: Revisiting and Extending the Yuan–Wang Framework

Hypothesis

The researcher hypothesizes that player tension is significantly influenced by spatial composition, specifically the interplay of density, openness, and scale. Higher object density, larger spatial scale, and reduced openness are expected to increase tension, while lower density, smaller scale, and greater openness reduce it.

By adopting and refining Edith Wang's Blocked Score as a more objective and continuous density metric and integrating it into Canny Yuan's Spatial Tension model through normalization, level designers can use the calibrated formula to more accurately predict how spatial layout impacts a player's emotional response, supporting more effective tension pacing and player experience control.

Level Feature Overview

Category	Sub-Category	Feature List
Player	Player Weapons	- Start - Shotgun: Coach - Pistol: Ember - Melee: Rescue Axe - Weapons Found - Old Earth Pistol (M1911) - Old Earth Rifle - Marksman's AA-99 (Ballistic rifle with a silencer)
	Player Skills/Abilities	- Combat - Security - Hacking terminal control system - Spaceship (docking and piloting) - Stealth
AI	Enemies	- Robots Model A - Ranged (built-in weapon) - Melee （Fist） - Turrets
	Friendlies	- Quest Giver — Wendy Hayden - Wendy's friend — Zhang - Turrets (Faction Switched)
Challenges	Gameplay Themes	- Support multiple combat styles - Aggressive - Less aggressive - Stealth
	Obstacles/Hazards	Locked/Broken Door
Context	Where Fits in Game	- After the *Unearthed* chapter - The player has already traveled through the solar system - The player has learned about Earth's current situation and unlocked the Mars mining operations (Cydonia). - The player has at least one spaceship.
	Challenge Fit	- Overall Quest Difficulty: Easy - Combat: Simple difficulty, suitable for players of all levels. Enemies in the level will be leveled according to the player's progression. - Puzzles & Security Systems: Simple difficulty. Both lockpicking and terminals are accessible to players of all levels. - Note: The level requires spaceship docking at the station. For players who have not progressed through the main quest to obtain a ship (or COC

		characters), the Quest Giver will provide a spaceship.
	Additional Info	• Tiangong-7 is an old research station orbiting Mars built in the 21st century. The facility was dedicated to advanced AI development, housing sensitive prototypes and classified datasets.
Aesthetics	Major Visual Themes	• Ruined Space Station
	Setting/Mood	• Abandoned • Dim

Development Schedule

Milestone	Date
Pre-production (LDD Draft)	9/15/2025
LDD	9/22/2025
Whitebox	10/15/2025
Initial Gameplay (Interim)	10/29/2025
Initial Gameplay	11/12/2025
Gameplay Complete (Interim)	11/19/2025
Gameplay Complete	12/8/2025
Aesthetics	2/9/2026
Launch	3/6/2026

Practical Plan

1. Pre-production & LDD:
    a. Design an ideal tension curve for the map
    b. Use Canny's Spatial Tension Model to assign expected Spatial Tension Values to each space of the map.
    c. Generate a spatial tension curve based on the data.
    d. Adjust early room designs so that the calculated curve aligns with the expected curve.
2. Early development stage (WB)
    a. Place the planned basic geometry and objects in CK to build a playable prototype.
    b. Create a standard cube unit (e.g., a 10×10×10 CK Units .nif mesh, or a Trigger Box as a substitute)
    c. Fill the playable area with tightly snapped Cubes to form a sampling grid of Blocked/Unblocked cells
    d. Create 0-1 grid maps based on these cubes/triggerbox (Blocked = 1, Unblocked = 0)
    e. Implement Yidi's Blocked Score into calculation for density per room and get the values.
    f. Plug Blocked Score into Canny's formula, normalize it to 0–3 using mapping method.
    g. Compare the new tension curve obtained with the original ideal curve.
    h. Repeat steps 2c-2g until the calculated tension curve aligns with the expected curve.
3. Refinement (IG, GC, and Aesthetics)
    a. As M/L objects and some visual elements are added, continuously calibrate the Blocked Score and mapping function (normalized from Yidi's 0–100 scale to Canny's 0–3 scale) to ensure that the model's predictions remain consistent with the design targets.
4. Delivery (Launch)
    a. Deliver the verified, normalized model

Level Details

Level Map(s)

Overview Map
Source:

Figure 1 Overview Map

Gameplay Summary

Map Label	Gameplay Summary	Other Notes
0	The player accepts the quest from Quest Giver.	
1	Player enters the station.	The Quest Giver follows the player.
2	After clearing the enemies along the way, the player attempts to enter the Engine Room.	The Door is locked and it requires a key.
3	The player finds the key to the Engine Room.	
4	The player goes around the Engine Room and arrives at the Control Room.	The player saves Wendy's friend: Zhang here.
5	The player arrives at the Production Workshop and collects some supplies.	
6	The player finally enters the Engine Room, where they shut down the space station's power.	
7	The player uses the elevator to return to the fourth floor.	
8	The player gathers information about the station in the archives and completes quests.	

Tiangong-7 Station: Lobby & Entrance Section
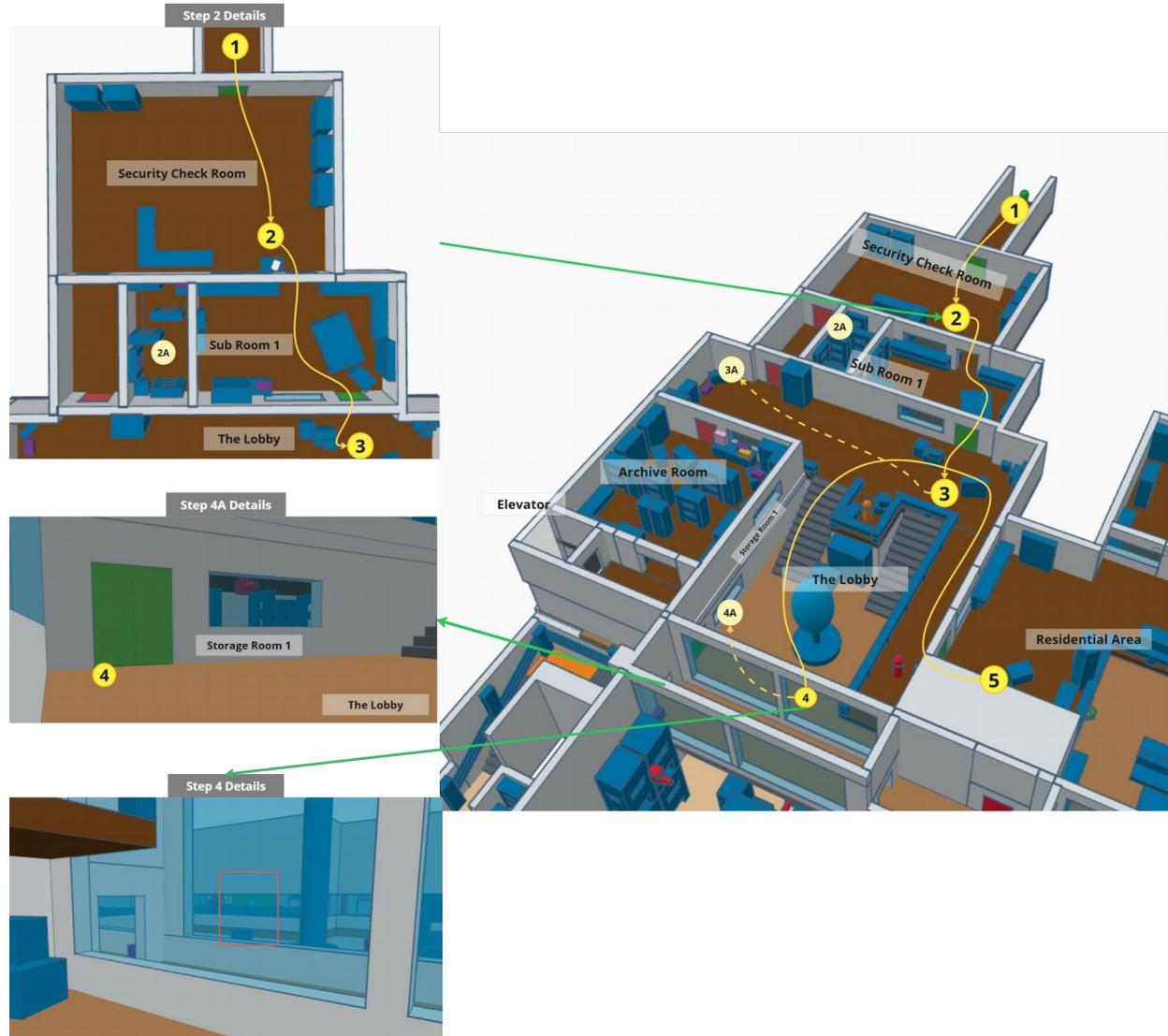
Figure 2: Tiangong-7 Entrance Map [1,2]

Legend

①	Label		Glass/Window
	Player		Solid Wall
	Floor 1		Door (Unlocked/Locked)
	Floor 2		Terminal
	Floor 3		Ammo Pickup
	Floor 4		New Weapon
	Stairs		Cover
	Log/Book/Diary		Ranged Enemy (Robot)
★	Key Card		Melee Enemy (Robot)
	NPC (Friendly)		Enemy (Turret)
			Health Pickup
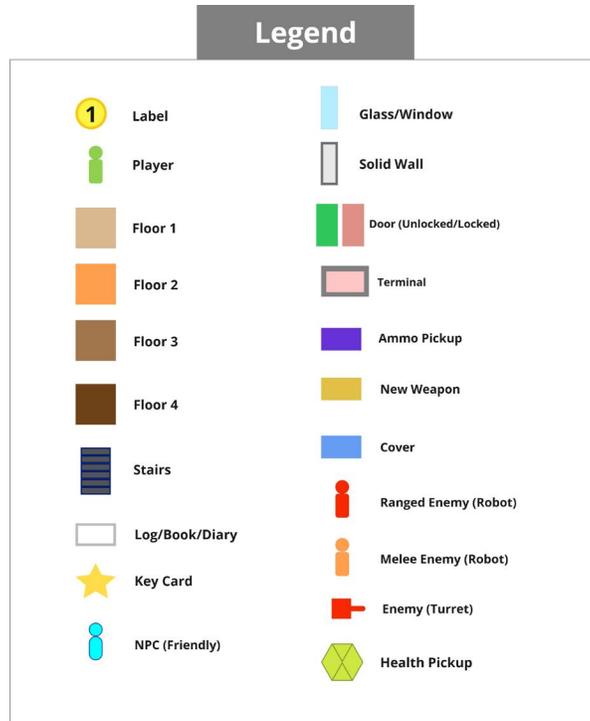
Figure 3: Legend for Map [2]

Playthrough Overview

Map Label	Gameplay Summary	Other Notes
0	The player accepts the quest from Quest Giver and gets some basic information about the space station and the goal. Quest Giver (Wendy) becomes the player's follow.	Quest Giver Wendy will provide players with equipment (AA-99, Ember, Rescue Axe) Wendy tells the player the station's location and the types of enemies there (Robot, Turret) Wendy will assist the player in battle (weapon - pistol)
1	After docking the station, the player enters the level and spawns in a corridor.	
2	[Optional] The player encounters a corpse and loots it, finding a log. After that, the player could talk with Wendy, and Wendy will tell the player to look for clues about her friend.	[Optional] After reading the log, the player learns that the robots on the space station have gone rogue and taken control of the entire facility.
2A	The player enters the Sub Room and gathers some supplies.	Player gets a new weapon, which is an old earth pistol – M1911.
3	The player enters the Lobby, where they clear out several enemies.	- All enemies here are robots (One Melee Robot, one Ranged Robot) - Through the large window directly in front of the player (at position 4A), they can get an early view of the Engine Room's condition
3A	The player attempts to enter the Archive Room but discovers that the door is locked.	The door here is locked from the inside and will open on the player's way back.
4	Wendy walks to the windows, and starts a conversation with player Through the window, the player could see Wendy's friend trapped in a room (Control Room).	Wendy tells the player that her friend Zhang is trapped in the Control Room. The player needs to find a way to get there.
4A	[Optional] The player moves into the Storage Room, defeating a turret, and collects additional supplies.	The player encounters the turret for the first time.
5	The player enters the Residential Area.	

Tiangong-7 Station: Laboratories and Residential Section Upstairs
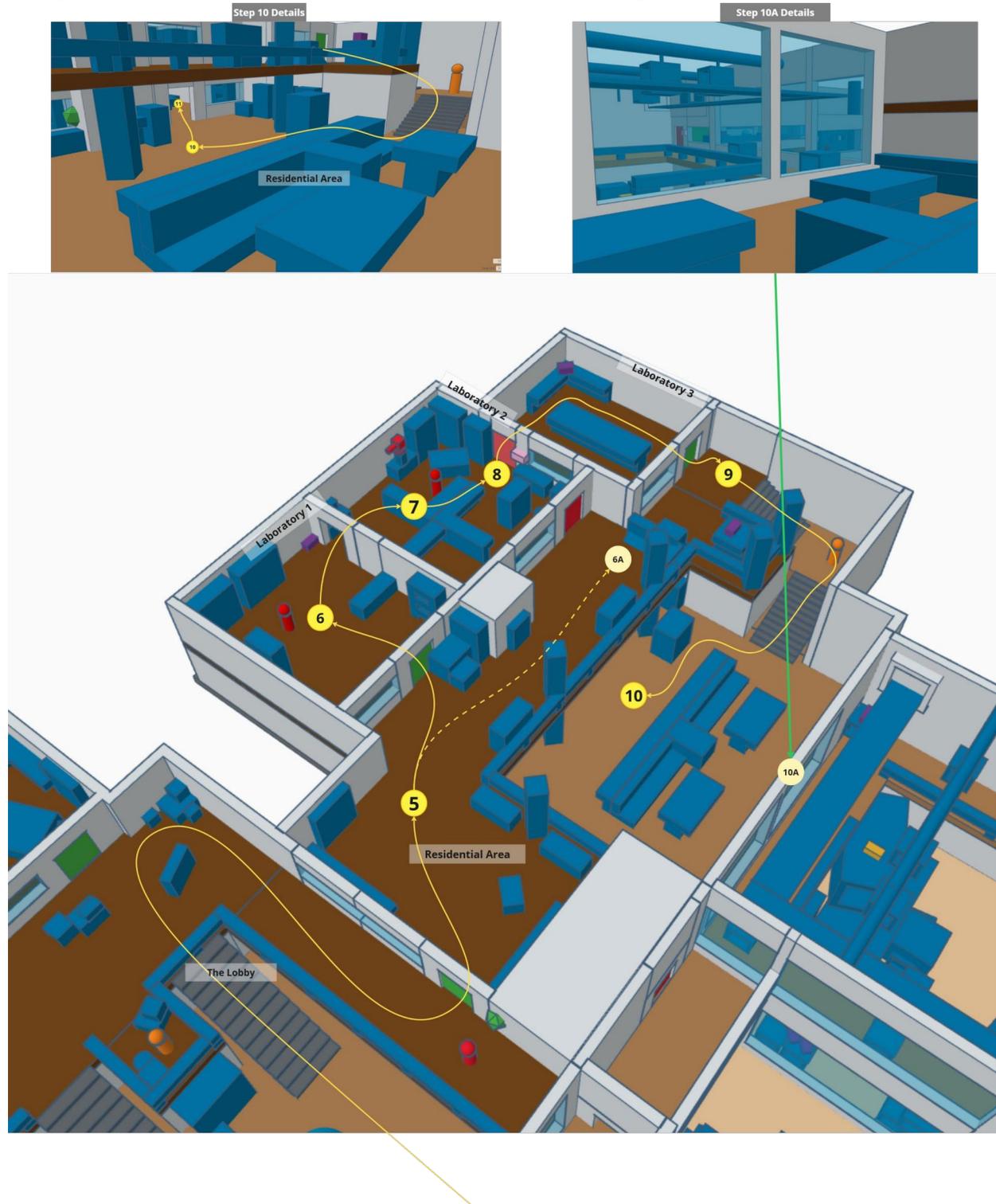
Figure 4: Tiangong-7 Floor Labs Map [1,2]
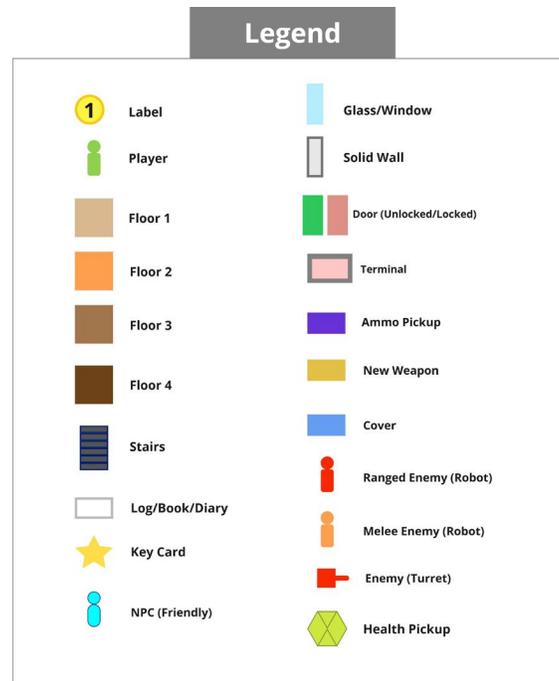
Figure 5 Legend for Map [2]

Playthrough Overview

Map Label	Gameplay Summary	Other Notes
5	The player enters the Residential Area (2nd floor) from the Lobby.	The railing here cannot be crossed
6	The player clears an enemy in Lab 1.	The player can preview the enemy through the window before entering the Lab.
6A	An obstacle blocks the player's path to the stairs, so the player must go back and enter Lab1 or Lab2 first	The door to Lab2 here is also locked.
7	The player clears a turret and a range-attack robot in Lab 2.	The terminal requires a unique Key Card.
8	The player picked the lock and opened the door to Lab 3 [Optional] The player loots the robot and finds a key, or they find one hidden in cabinet.	Player uses the key to unlock the terminal that controls the door, allowing them to pass through.
9	After collecting some supplies in Lab 3, the player reaches the entrance to the stairs, where a melee robot rushes toward them from downstairs.	Players can use the surrounding pillars, tables, and chairs as cover
10	After defeating the melee robot, the player proceeds to the first floor of the Residential Area.	
10A	The player can preview the final section (the workshop and engine room)	

Tiangong-7 Station: Residential Section Downstairs
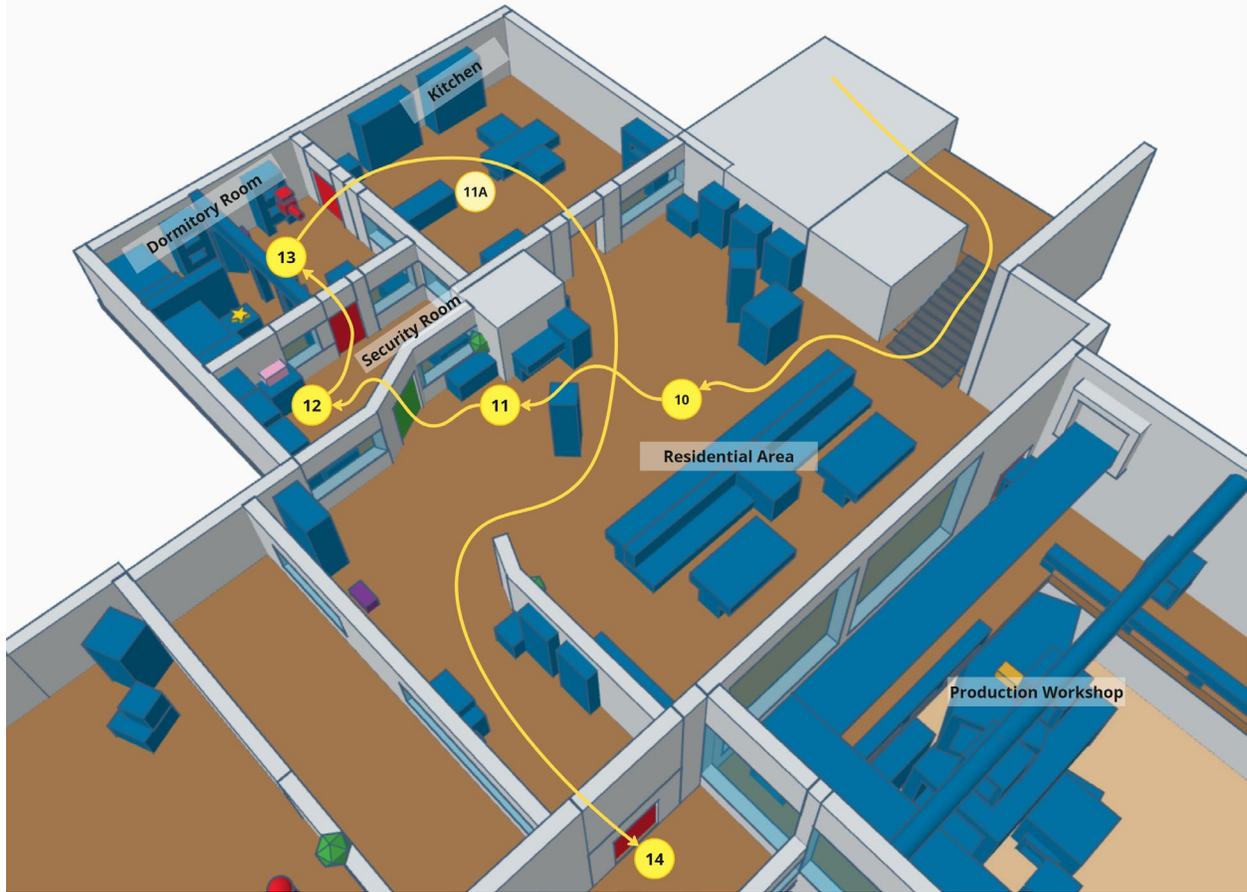
Figure 6: Tiangong-7 Residential Section Map 2 [1,2]
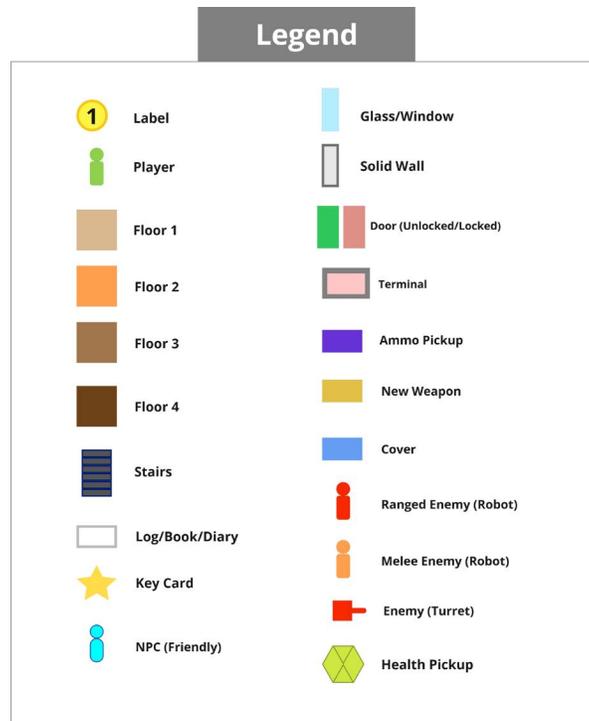
Figure 7 Legend for Map [2]

Playthrough Overview

Map Label	Gameplay Summary	Other Notes
11	The player is about to enter the Dormitory Room and sees the Turrets inside through the window. Wendy starts a conversation, and she reminds the player that they can use the Terminal in Security Room to change the turret's faction.	
11A	The player could also choose to enter the kitchen to get some supplies	Here, the player could also preview the condition of the Dormitory Room
12	The player enters the Security Room, where Wendy's friend—Zhang contacts the player via Intercom from Control Room. Afterward, the player needs to use the Terminal on the wall to change the Turrets' Faction, making them non-threatening.	Zhang tells the player that he is trapped in the Control Room and can't get out. He informs the player that they need to find the key of the station's staff. Using this key, the player can open the door to the next space (Corridor)
13	The player searches the Dormitory Room and finds a key in the clothes of a former space station employee.	After the conversation stage with Zhang, there are other places where players can find the staff Key
14	The player uses the employee's key to open the door to the next area. [Optional] The player chooses not to search for the key and instead picks the lock directly (medium difficulty Digipick)	

Tiangong-7 Station: Route to the Control Room
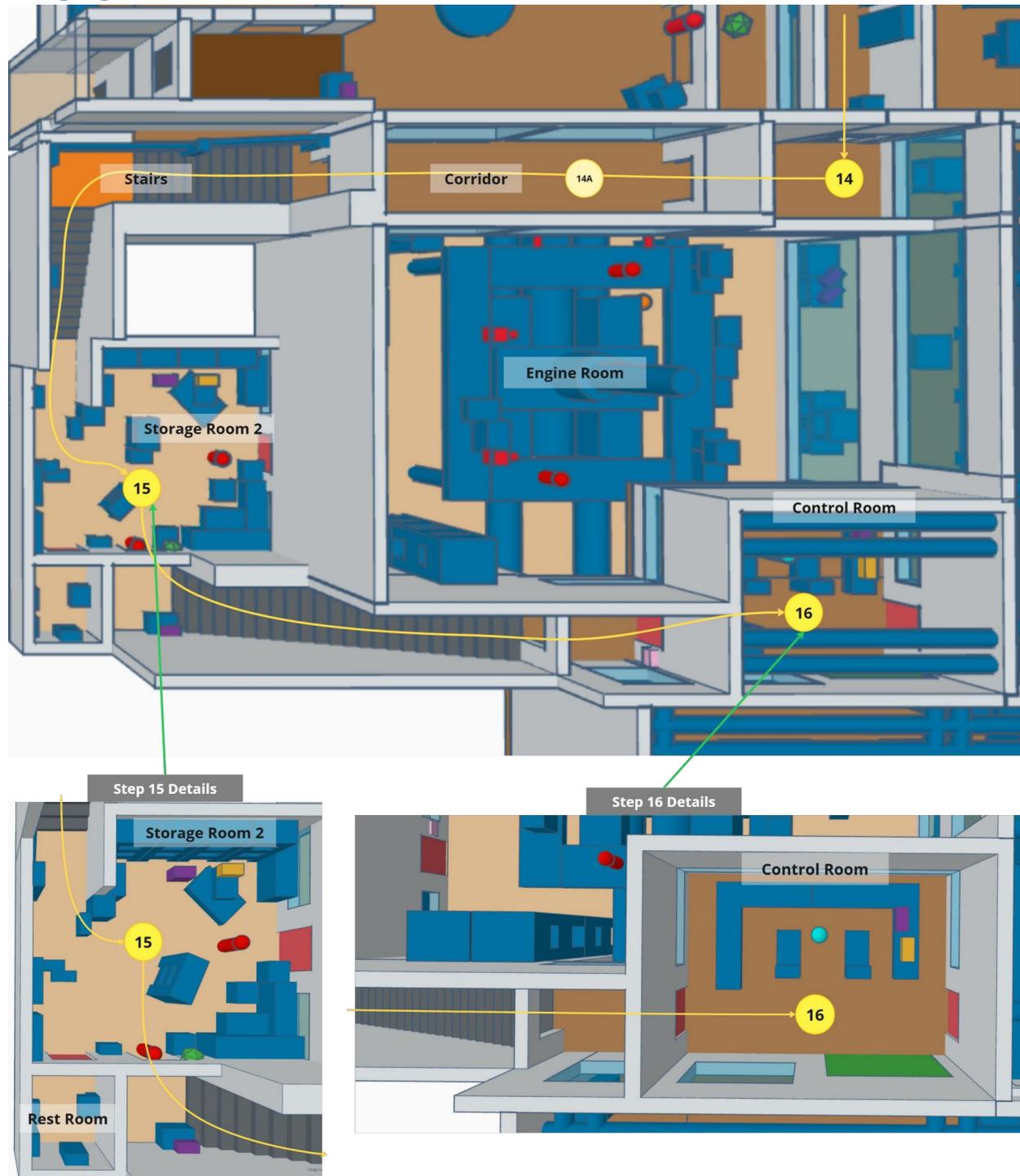
Figure 8: Tiangong-7 Control Room Map [1,2]
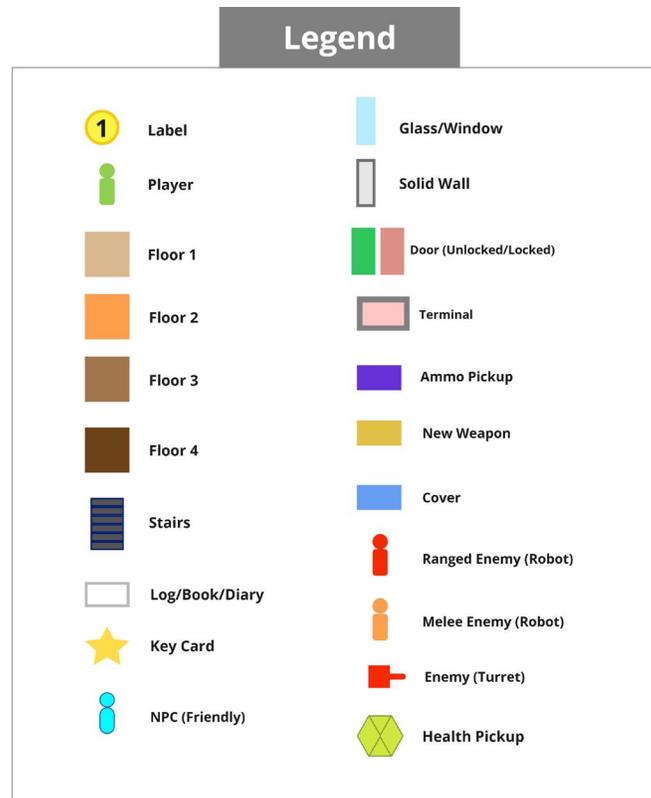
Figure 9 Legend for Map [2]

Playthrough Overview

Map Label	Gameplay Summary	Other Notes
14A	Wendy starts a conversation with Zhang through window here.	Zhang warns the player and Wendy that there will be more enemies along their way to him.
15	The player follows the corridor and stairs to Storage Room 2, where they clear two range-attack enemies.	Players can see Zhang in the Engine Room in advance through the window. The player obtains a new weapon here: the Old Earth Rifle.
16	The player picks the lock and enters the Control Room, finds Zhang, and engages in a conversation with him. [Optional] Same here, players can still choose to loot a key from the robot's corpse, or they can find a key in a cabinet in Storage Room 2.	Zhang tells the player: 1. They need to go to the Engine Room and completely shut down the power of the AI Equipment here to disable these crazy robots. 2. To uncover the reason behind the robots' malfunction here and understand the purpose of this space station, players must head to the archives to collect information and retrieve the data. 3. Zhang becomes the player's second follow. (Weapon: Pistol)

Tiangong-7 Station: Power Supply Room
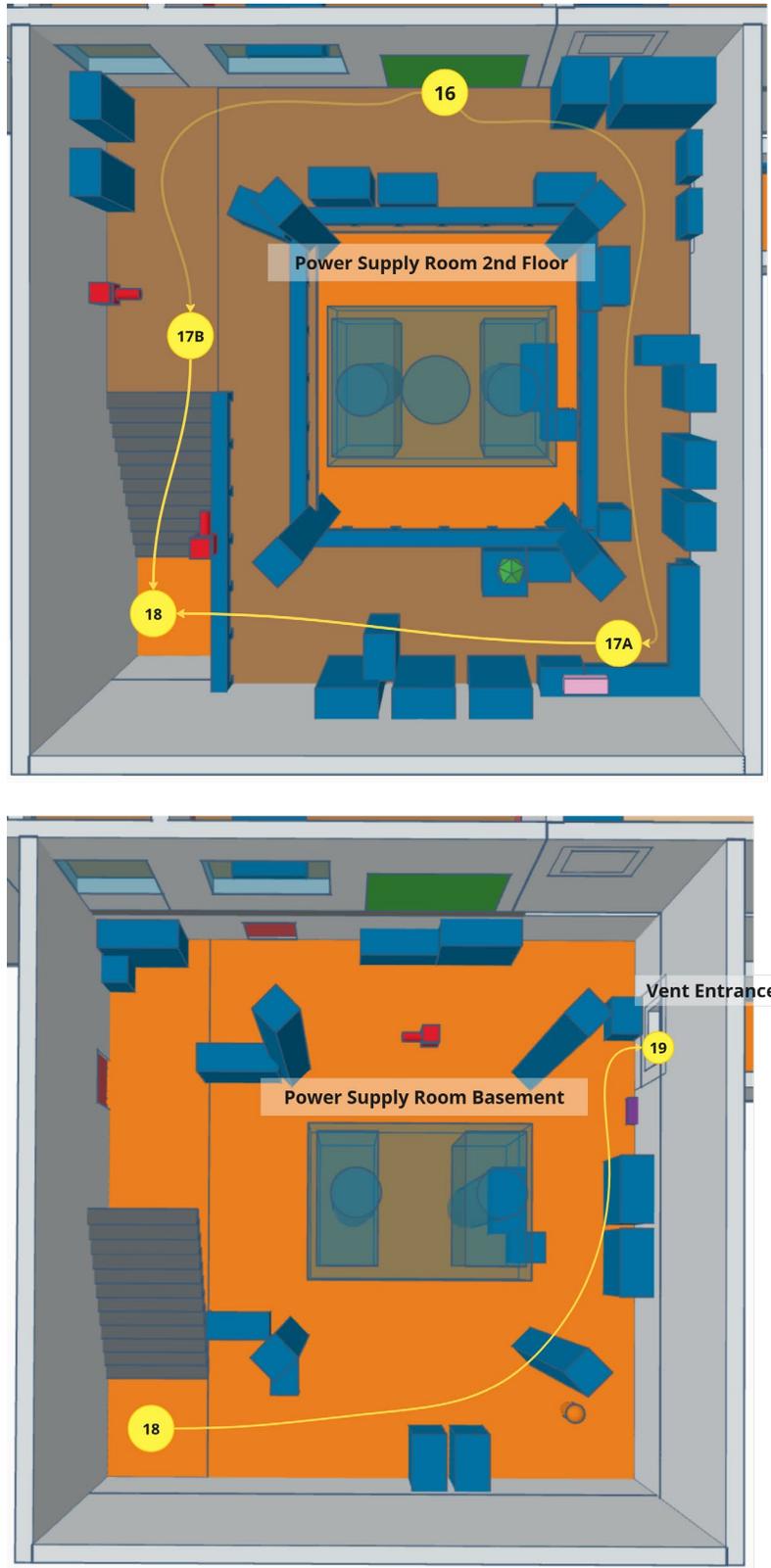
Figure 10: Tiangong-7 Power Supply Room Map [1,2]

Legend

1	Label		Glass/Window
	Player		Solid Wall
	Floor 1		Door (Unlocked/Locked)
	Floor 2		Terminal
	Floor 3		Ammo Pickup
	Floor 4		New Weapon
	Stairs		Cover
	Log/Book/Diary		Ranged Enemy (Robot)
	Key Card		Melee Enemy (Robot)
	NPC (Friendly)		Enemy (Turret)
			Health Pickup
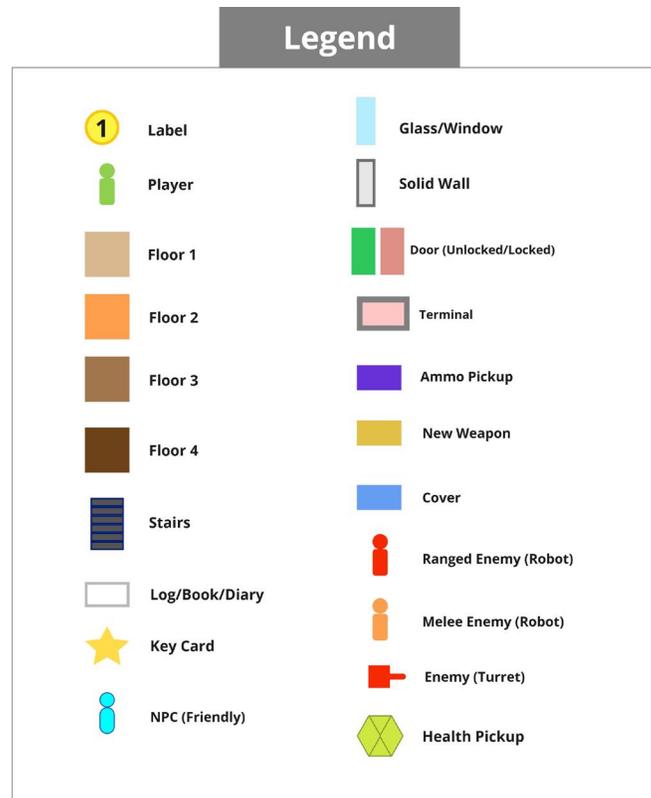
Figure 11 Legend for Map [2]

Playthrough Overview

Map Label	Gameplay Summary	Other Notes
17A	[Optional] The player uses stealth skills to sneak to the Terminal's location and changes the Turrets' faction using the Terminal.	
17B	[Optional] The player directly attacks the Turrets and defeats them.	
18	The player descends the stairs to the lower level.	After 17B, the player can jump over the railing directly to avoid being spotted by the turret
19	The player clears the enemies in the basement of the Power Supply Room, then they enter the ventilation duct through the entrance.	

Tiangong-7 Station: Production Workshop
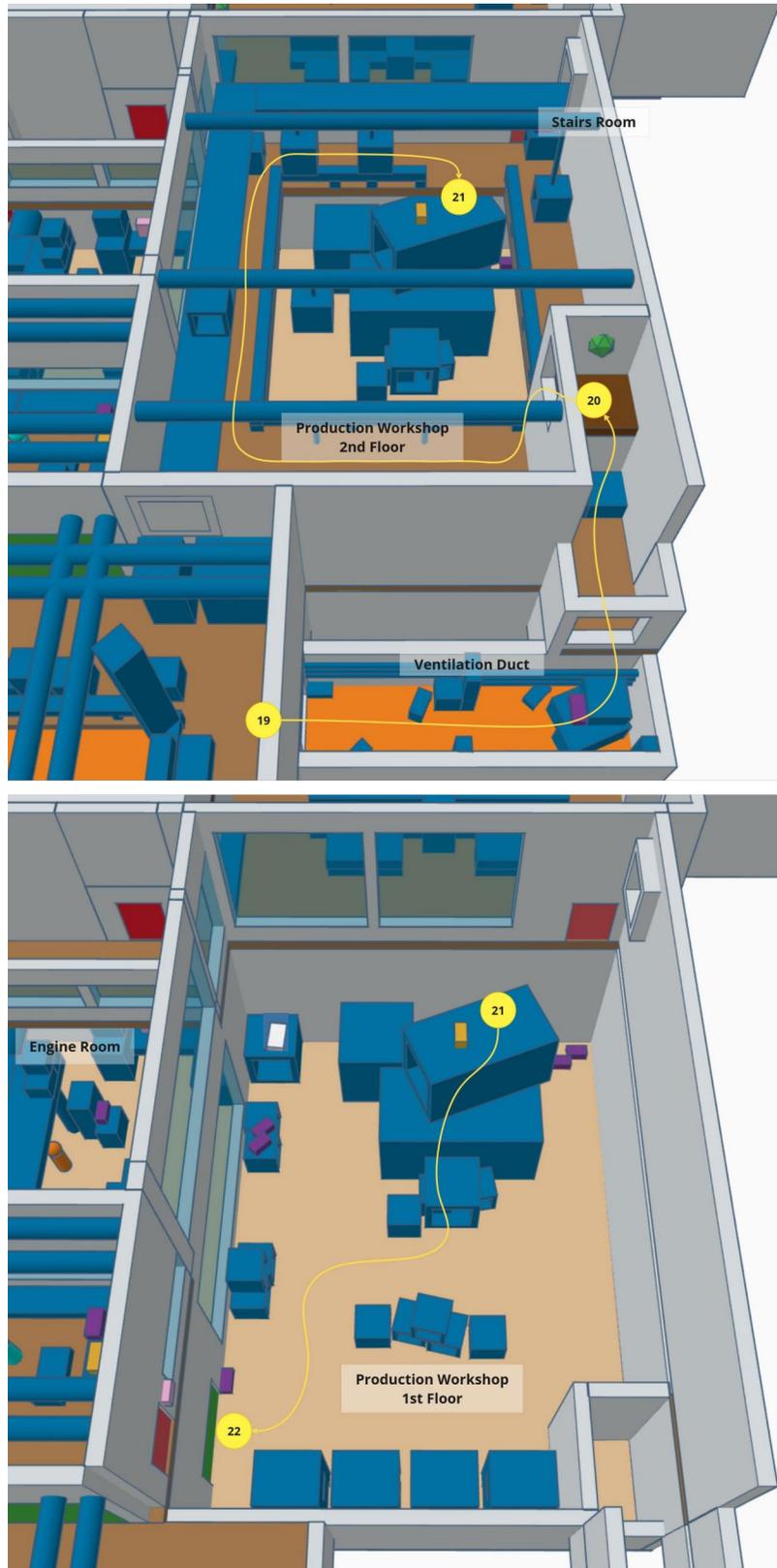
Figure 12: Tiangong-7 Production Workshop Map [1,2]

Legend

①	Label	
	Player	
	Floor 1	
	Floor 2	
	Floor 3	
	Floor 4	
	Stairs	
	Log/Book/Diary	
	Key Card	
	NPC (Friendly)	

Glass/Window	
Solid Wall	
Door (Unlocked/Locked)	
Terminal	
Ammo Pickup	
New Weapon	
Cover	
Ranged Enemy (Robot)	
Melee Enemy (Robot)	
Enemy (Turret)	
Health Pickup	
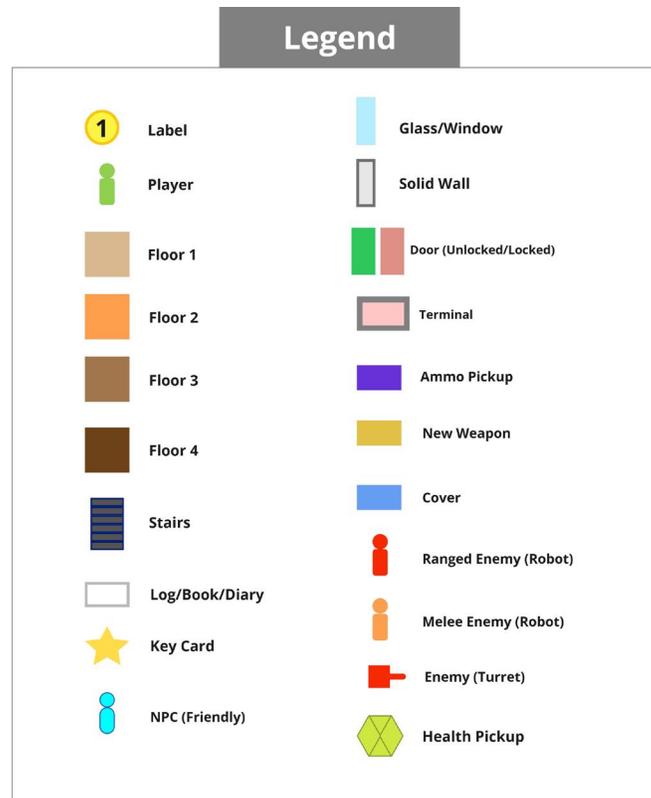
Figure 13 Legend for Map [2]

Playthrough Overview

Map Label	Gameplay Summary	Other Notes
19	The player enters the ventilation duct	
20	Through the ventilation duct, the player enters the second floor of the Production Workshop.	▪ Players can see the Engine Room through the window. ▪ There are plenty of supplies here for players to take. (there will be a large combat in Engine Room)
21	The player walks to the opposite side, where there's a broken section of the railings.	▪ Players can see enemies in the Engine Room through the window, as well as a Terminal inside the Engine Room. ▪ There is a new rifle with a silencer (Marksman's AA-99) on the top of the container, which increases additional damage for stealth attacks.
22	The player uses the containers as stairs and arrives on the first floor of the Production Workshop [Optional] by reading the log, the player learns that the AI machine in the Engine Room went out of control and began frantically manufacturing robots in the Workshop.	▪ There are also plenty of supplies to collect on the first floor ▪ There is a log in the scene, the player could collect and read it.

Tiangong-7 Station: Engine Room
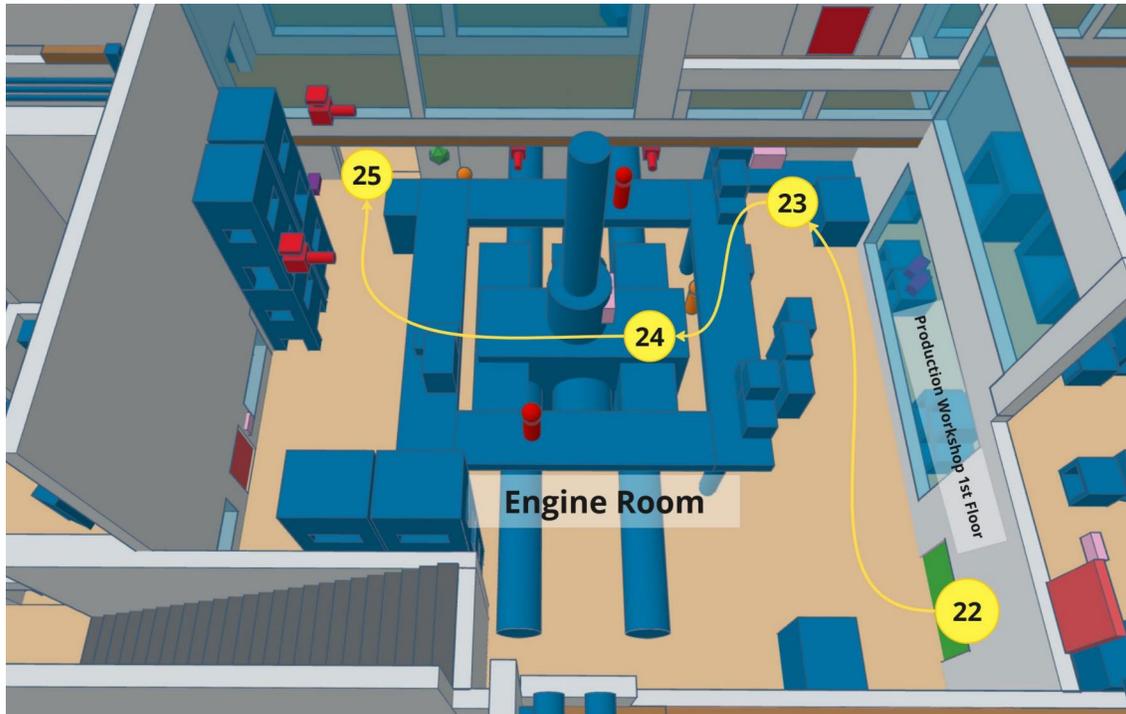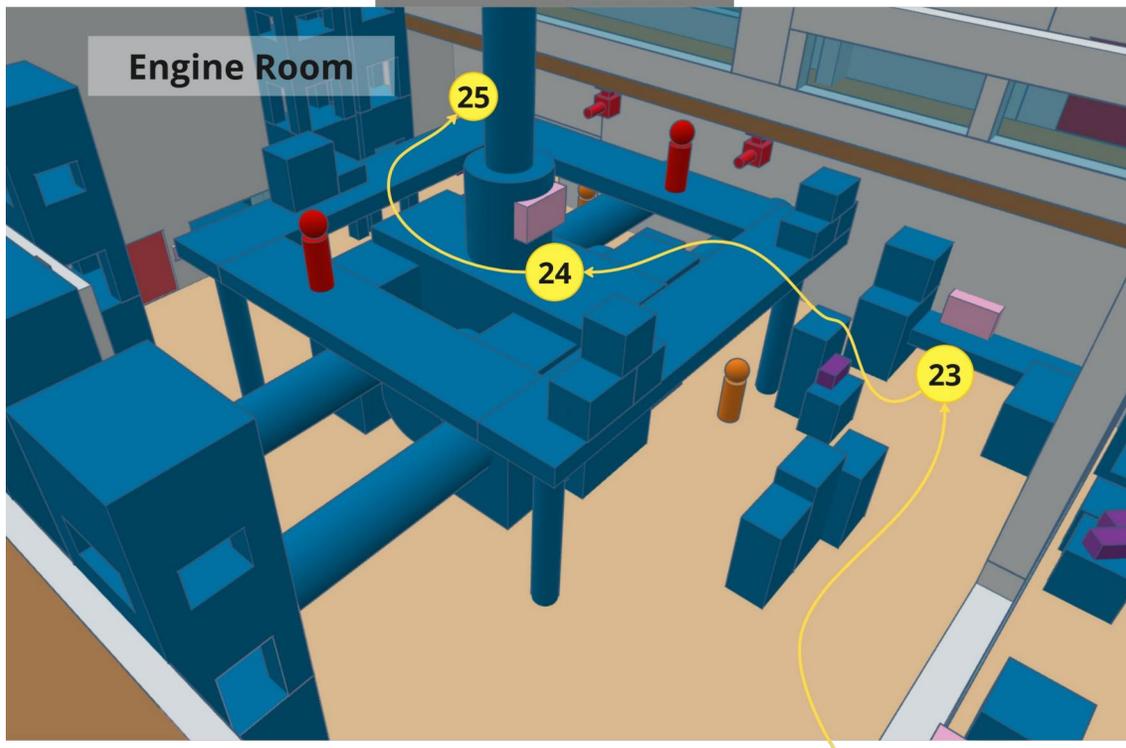
Figure 14: Tiangong-7 Engine Room Map [1,2]

Legend

①	Label		Glass/Window
	Player		Solid Wall
	Floor 1		Door (Unlocked/Locked)
	Floor 2		Terminal
	Floor 3		Ammo Pickup
	Floor 4		New Weapon
	Stairs		Cover
	Log/Book/Diary		Ranged Enemy (Robot)
	Key Card		Melee Enemy (Robot)
	NPC (Friendly)		Enemy (Turret)
			Health Pickup
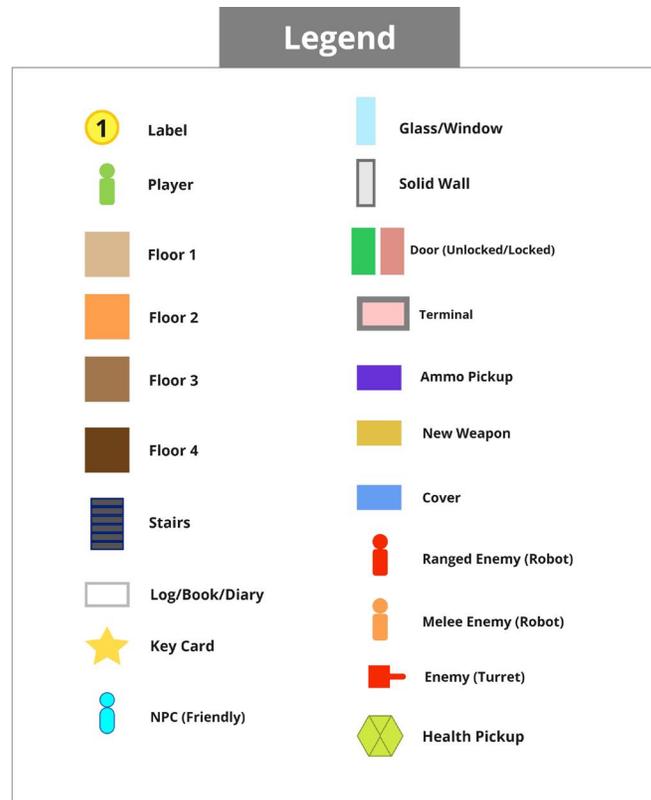
Figure 15 Legend for Map [2]

Playthrough Overview

Map Label	Gameplay Summary	Other Notes
22	The player enters the Engine Room and sees a Terminal at 23 and the huge AI Machine at 24.	
23	The player sneaks to the Terminal's location and uses it to change the Faction of the two connected Turrets.	▪ Changed Faction Turrets will assist players in attacking other enemies ▪ There is a Melee Robot that will charge at the player if they fail to sneak
24	After clearing all enemies, the player pulls the switch and cuts off the AI Machine's power.	With the power cut off, all Robots stop functioning
25	The player enters the elevator room via exit	

Tiangong-7 Station: Elevator & Archive Room
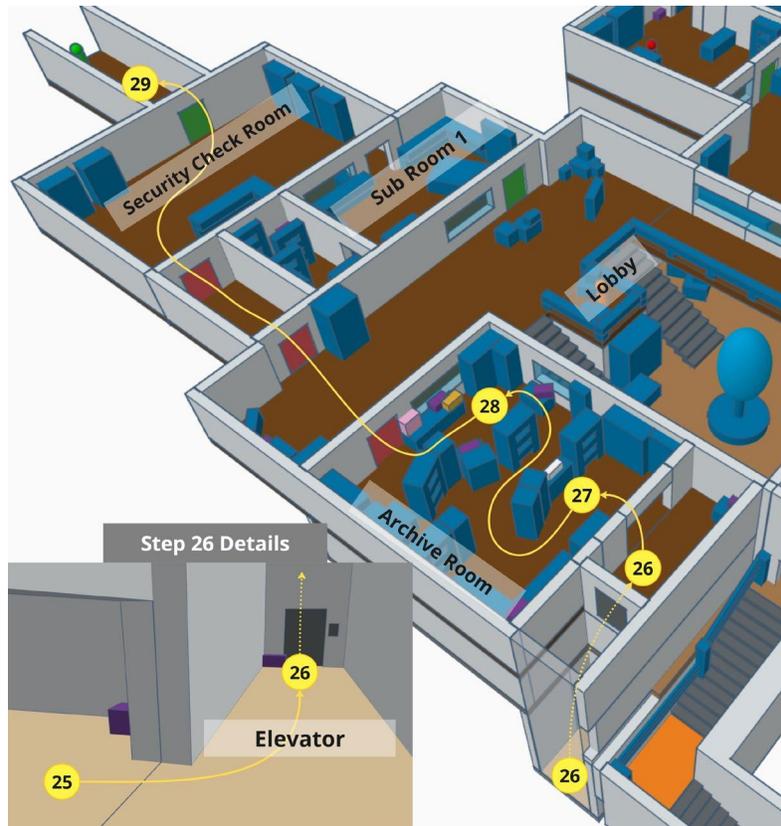
Figure 16: Tiangong-7 Elevator & Archive Room Map [1,2]

Figure 17 Legend for Map [2]

Playthrough Overview

Map Label	Gameplay Summary	Other Notes
26	The player used the elevator to return to the fourth floor.	Here are several corpses, researchers who were fleeing back then.
27	The player entered the archives, collected a diary, and read it.	The diary records the purpose of the space station's construction, which was to research advanced AI.
28	The player checked the research log using the Terminal. [Optional] The player picks the lock to open the secured container, obtaining some high value materials	▪ The log explains the reason for the robot's loss of control. ▪ The player talks with Quest Giver Wendy and Zhang to end the Quest.
29	The player used the shortcut to return to their own ship.	The followers also return with the player

Skill Progression Chart

	New Atlantic		Tiangong -7 Space Station				
	Start	Spaceport	Security Check Room	Lobby	Storage Room 1	Residential Area Upstairs	Residential Area Downstairs
Basic							
Movement	X	E	M	H	H	H	H
Shooting	X	E	M	H	H	H	H
Interact	X	E	M	H	H	H	H
Travel	X	E	M	H	H	H	H
Weapons							
Ballistic Pistol				E	M	H	H
Shotgun				E	M	H	H
Melee				E	M	H	H
Ballistic Rifle							
Enemies							
Turret MK I					E	M	H
Robot Model A (Melee)				E			M
Robot Model A (Ranged)				E		M	H
Friendlies							
Follower Wendy			E	M	H	H	H
Follower Zhang							
Skills							
Terminal Hacking						E	M
Reading Log				E			
Lockpicking						E	M
Key Card						E	M
Stealth							E

	Tiangong -7 Space Station						
	Corridor and stairs	Storage Room 2	Control Room	Power Supply Room	Workshop	Engine Room	Archive
Basic							
Movement	H	H	H	H	H	H	H
Shooting	H	H	H	H		H	
Interact	H	H	H	H	H	H	H
Travel	H	H	H	H	H	H	H
Weapons							
Ballistic Pistol	H	H	H	H		H	
Shotgun	H	H	H	H		H	
Melee	H	H	H	H		H	
Ballistic Rifle		E	M	H		H	
Enemies							
Turret MK I				H		H	
Robot Model A (Melee)				H		H	
Robot Model A (Ranged)		H		H		H	
Friendlies							
Follower Wendy	H	H	H	H	H	H	H
Follower Zhang			E	M	H	H	H
Skills							
Terminal Hacking		H		H		H	H
Reading Log					M		H
Lockpicking			H				H
Key Card							
Stealth				M		H	

Legend				
	E	M	H	X
New skills	Intro	Reinforce	Master	
Starting Skills (START)	Beginner	Advanced	Expert	Master
Challenges	Easy	Medium	Hard	Legendary

Figure 18: Skill Progression Chart [3]

References

[Cover Image] Phosgene Drinker, "The gateway arch has got to be my favorite monument left on earth," r/Starfield. Accessed: Feb. 23, 2025. [Online]. Available: www.reddit.com/r/Starfield/comments/1f4yefa/the_gateway_arch_has_got_to_be_my_favourite/

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Appendices

Appendix A：Spatial Tension Curve

Room ID	Density Description	Density Value	Size Description	Size Value	Openness	Openness Value	Spatial Tension Score
Security Check Room	Objects take < 1/3 room	1	Medium	2	3 openings	2	9
Sub-room 1	Objects take 1/3- 2/3 room	2	Small	1	3 openings	2	11
Lobby	Objects take < 1/3 room	1	Big	3	2 openings	1	8
Storage Room 1	Objects take 1/3- 2/3 room	3	Small	1	1 opening	1	12
Residential Area Upstairs	Objects take < 1/3 room	1	Big	3	6 openings	3	12
Lab 1	Objects take < 1/3 room	1	Small	1	2 openings	1	6
Lab 2	Objects take >= 2/3 room	3	Small	1	3 openings	2	14
Lab 3	Objects take < 1/3 room	1	Small	1	2 openings	1	6
Stairs 1	Objects take < 1/3 room	1	Narrow	1	6 openings	1	6
Residential Area Downstairs	Objects take < 1/3 room	1	Big	3	5 openings	3	12
Security Room	Objects take < 1/3 room	1	Small	1	2 openings	1	6
Dormitory Room	Objects take >= 2/3 room	3	Small	1	2 openings	1	12
Corridor	Objects take < 1/3 room	1	Narrow	1	2 openings	1	6
Stairs 2	Objects take 1/3- 2/3 room	2	Narrow	1	2 openings	1	9
Storage Room 2	Objects take 1/3- 2/3 room	2	Small	1	4 openings	3	13
Stairs 3	Objects take < 1/3 room	1	Narrow	1	2 openings	1	6
Control Room	Objects take 1/3- 2/3 room	2	Small	1	3 openings	2	11
Power Supply Room Floor 2	Objects take >= 2/3 room	3	Big	3	3 openings	2	16
Power Supply Room Floor 1	Objects take < 1/3 room	1	Big	3	2 openings	1	8
Ventilation Duct	Objects take 1/3- 2/3 room	2	Narrow	1	2 openings	1	9
Workshop Floor 2	Objects take >= 2/3 room	3	Big	3	4 openings	3	18
Workshop Floor 1	Objects take >= 2/3 room	3	Big	3	3 openings	2	16
Engine Room	Objects take >= 2/3 room	3	Huge	3	4 openings	3	18
Achieve	Objects take >= 2/3 room	3	Medium	2	2 openings	1	13

Figure 19: Spatial Tension Stats [4,5]
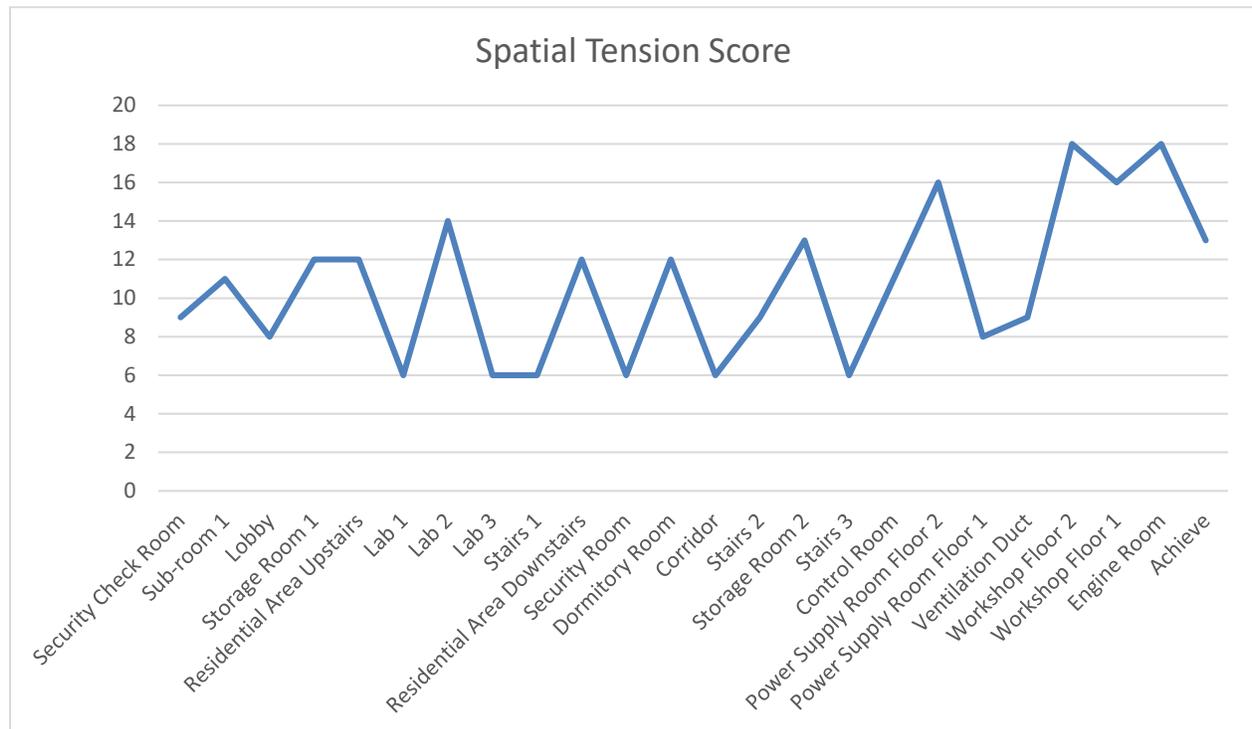
Figure 20: Spatial Tension Curve [4,5]

Appendix B：Aesthetics References

Visual Theme: Ruined Space Station

Tiangong-7 is an abandoned research space station orbiting Mars. Mars is visible through the windows, which also gives the entire space station a crimson-red tone.

Figure 21: Visual Theme 1 Reference sheet [6]

Visual Theme: Ruined Space Station

The massive artificial intelligence machine located in the Power Supply Room is connected to surrounding machinery by a lot of cables, continuously supplying it with power.

The scene features a cool toned sci-fi color, characterized by low saturation and medium brightness.

Figure 22: Visual Theme 2 Reference sheet [6,7,8]

Visual Theme: Factory

The production workshop of Tiangong-7 is located on the lowest floor, composed of some scorching liquids and huge machines, creating a bright scene.

Figure 23: Visual Theme 3 Reference sheet [9,10]
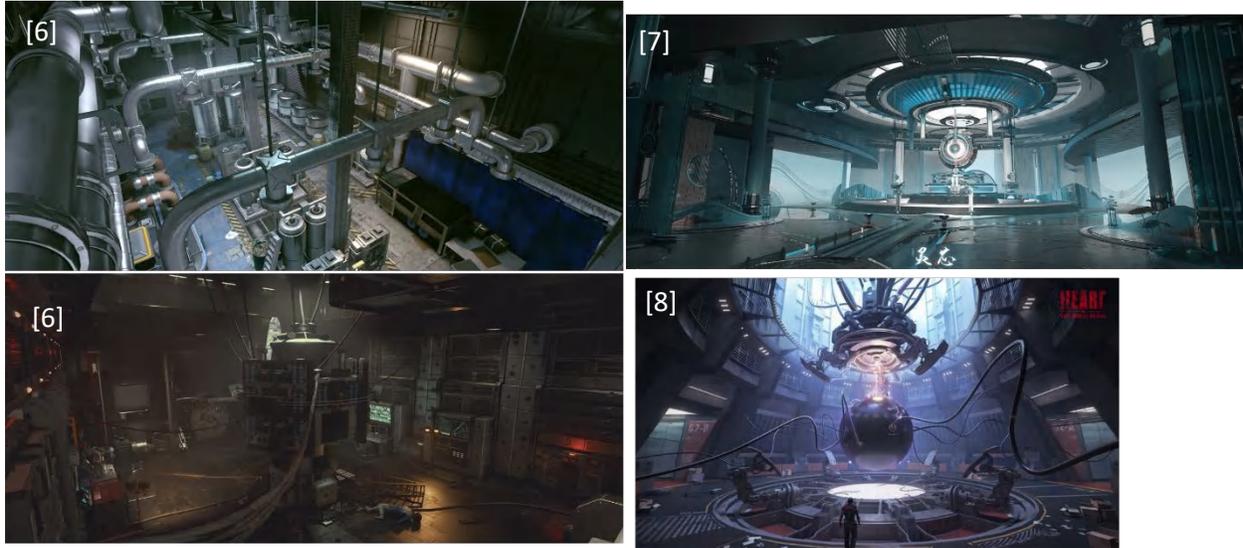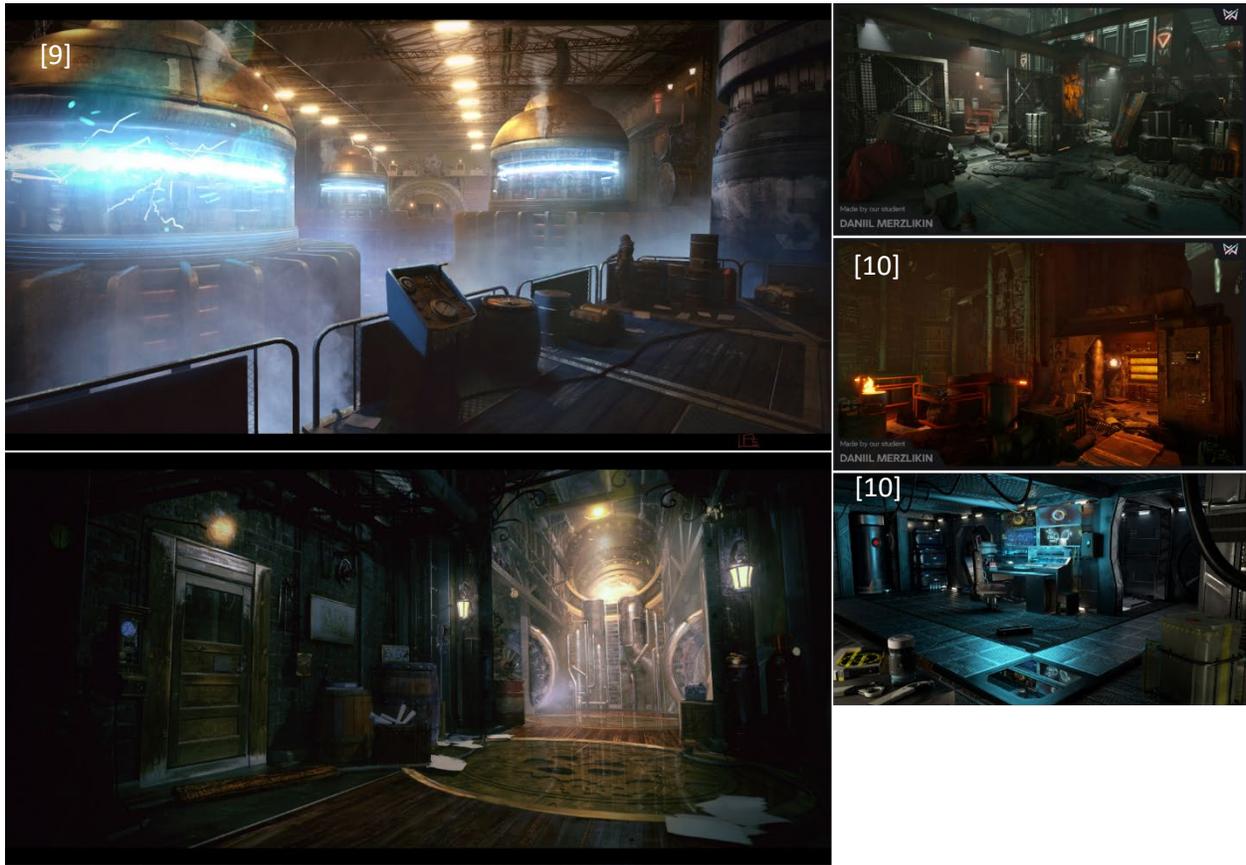
Appendix C: Context

Backstory

Hundreds of years ago, Earth's ecological collapse accelerated, prompting humanity to establish numerous orbital research stations across the solar system to monitor planetary climates. One such station, named Tiangong-7, orbited Mars with a mission to study advanced artificial intelligence technologies, aiming to verify the possibility of terraforming Mars. However, an unknown incident severed its connection with Earth, and none of the crew survived, the station was presumed destroyed. The station continues to orbit Mars to this day, preserving its data archives intact.

Recently, Wendy, who is a passionate historian and explorer, and her companion Zhang tracked the signal from Tiangong-7 and went to investigate the space station, where they discovered data logs containing critical information about Earth's magnetic field weakening. However, when they attempted to retrieve these files, the station's AI system activated its automated defense protocols, trapping Zhang inside and forcing Wendy to seek outside assistance.

Aftermath

The player discovered that an artificial intelligence (the AI Machine in the Engine Room) had evolved out of control, seized control of the Tiangong-7's security systems, produced a lot of robots, and instigated a rebellion against the staff (humans).

Constellation obtained the relevant experimental data, supplementing reliable evidence of the Earth's environmental deterioration that year.

The space station has been exposed, and UC will investigate it, the data from the rogue AI brought in by players will also be studied.

Appendix D: Character / Dialog Flow

Character 1: Wendy

Description	Human female
Background	Wendy is a passionate historian and explorer, specializing in the study of lost archives and abandoned structures throughout human history.
Goals/Motivation	Rescue her friend Zhang, who is still stranded aboard the station. Recover historical data that could shed new light on Earth's ecological collapse from the station.
Personality/Archetype	Curious, idealistic
Relationships	The Player: Trusts the player to complete the quest and sees them as the key to saving her friend. Zhang (Friend trapped in the station): Close companion and fellow researcher.

Character 2: Zhang

Description	Human male
Background	Zhang is Wendy's close colleague and fellow researcher. With a background in engineering and data analysis
Goals/Motivation	Survive long enough to be rescued. Support Wendy's mission to uncover historical truths, even if it is risky. Find the reason the space station was abandoned and why the robots went rogue here
Personality/Archetype	Practical, resourceful, and loyal
Relationships	Wendy: Close companion and fellow researcher. The Player: Grateful for the rescue, will trust the player and may provide useful insights.

Quest Stages and Dialog Flow
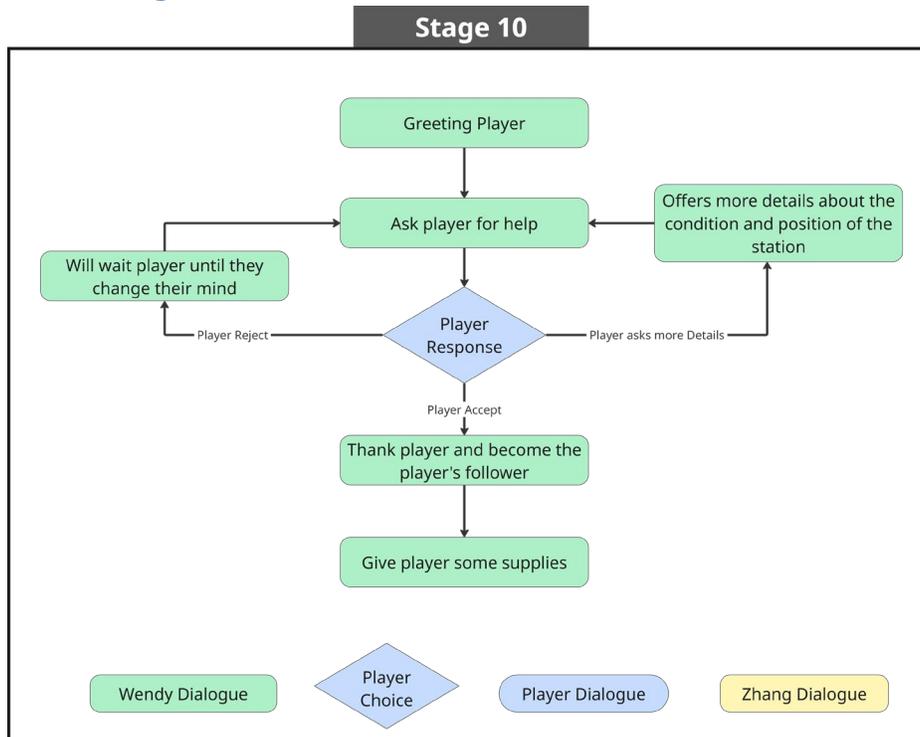
Stage 10

Figure 24: Stage 10 Dialog [11]
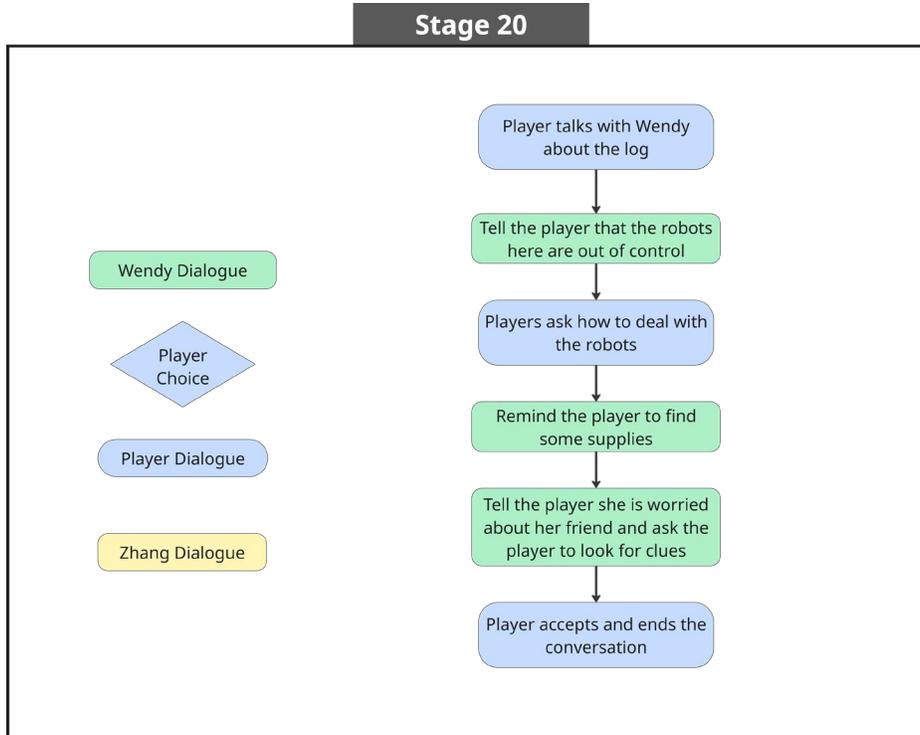
Stage 20

Figure 25: Stage 20 Dialog [11]

Stage 30

Wendy Dialogue

Player Choice

Player Dialogue

Zhang Dialogue

Wendy talks to player about her friend

The player sees her friend Zhang is trapped in Control Room

Player asks about how to get to the Control Room

Tell the player that they need to pass through the hallway, but before that, they must first enter the Residential

Player accepts and ends the conversation

Figure 26: Stage 30 Dialog [11]

Stage 50

Zhang calls player via intercom

Wendy Dialogue

Thank player for coming, and tell the player that he is trapped in Control Room

Player Choice

Player asks about how to get the access to the exit

Player Dialogue

Tell player that they need to find a key of the station's staff.

Zhang Dialogue

Player asks about how to get the key

The key should be findable in the Dormitory Room or other living areas

Any other questions?

Player asks about how to deal with the turrets

Yes

Player Choice

No

Tell the player that they could use the terminal in the Security Room to switch turrets' faction

Player ends the conversation

Figure 27: Stage 50 Dialog [11]

Stage 55

Zhang called out Wendy's name from Control Room

↓

Wendy replied and inquired about Zhang's status

↓

Inform players to watch out for enemies at the end of the hallway and let them know they can search for keys on the enemies

↓

Player thanks and ends the conversation

Wendy Dialogue

Player Choice

Player Dialogue

Zhang Dialogue
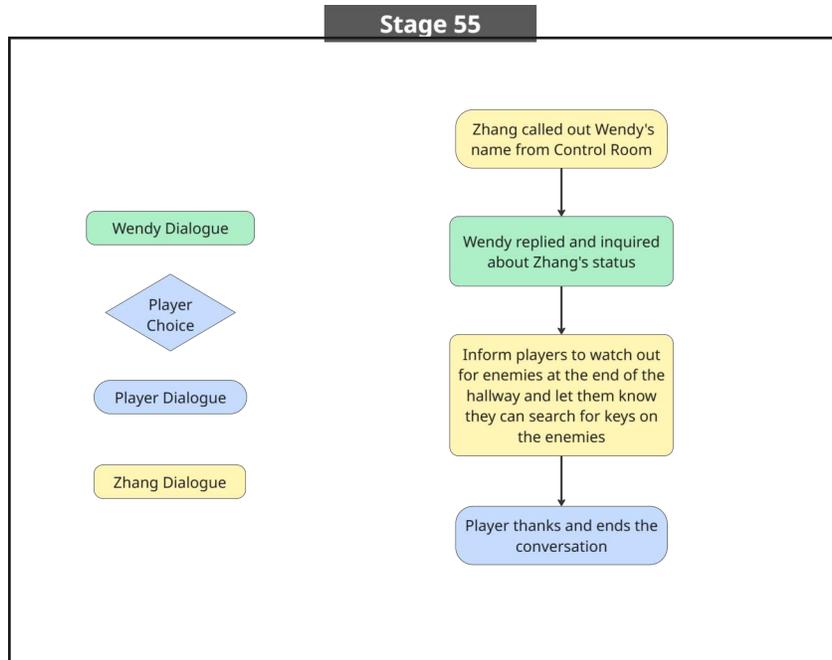
Figure 28: Stage 55 Dialog [11]

Stage 60

Thank to the player for saving him

The player asks about the purpose of this space station

The player asked why the robots here are out of control

This space station is used for developing artificial intelligence

Player need to go to the Engine Room and completely shut down the power of the AI Equipment here.

To uncover more details, player must go the archives to retrieve more data.

Player ask for details

Warn players about the turrets in the Power Supply Room, and remind them they can stealth to the Terminal to disable the

Wendy Dialogue   Player Choice   Player Dialogue   Zhang Dialogue

Figure 29: Stage 60 Dialog [11]

Stage 100

The player obtained the data and shared it with Wendy and Zhang

Thank you for the players' efforts

Ask the player how to handle the artificial intelligence data here

The player chooses to give it to Wendy and lets her handle it

The player chooses to keep it for themselves

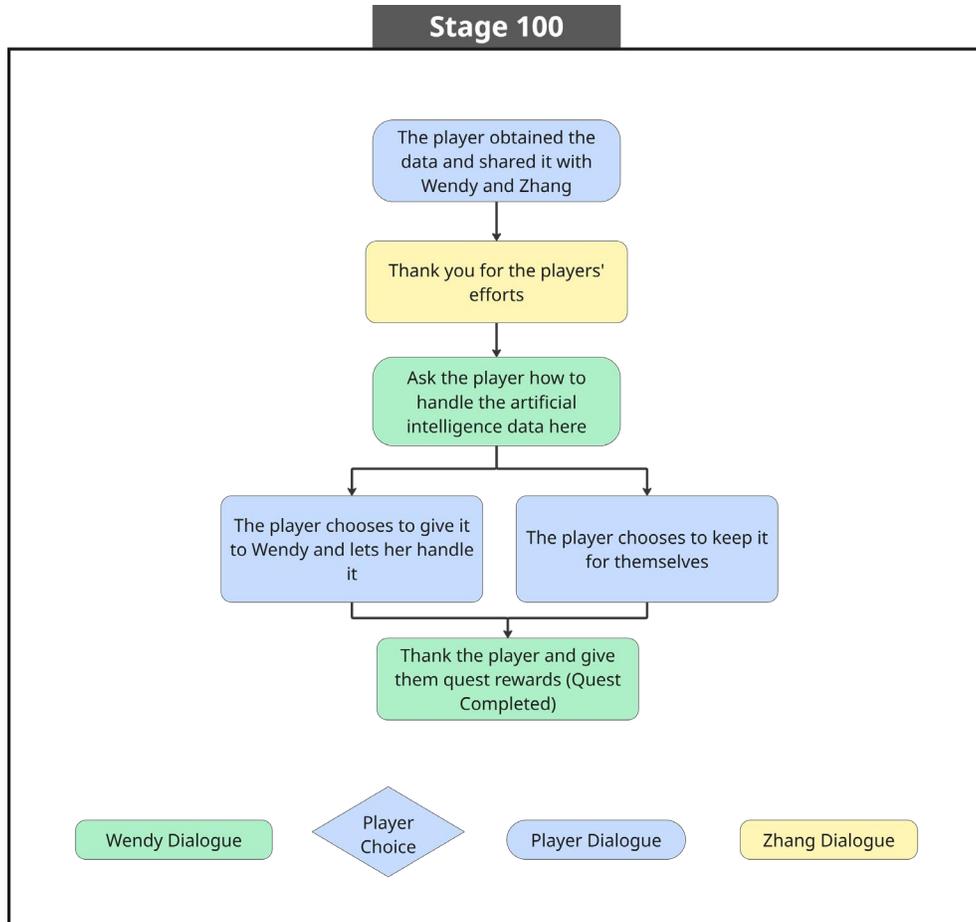Thank the player and give them quest rewards (Quest Completed)

Wendy Dialogue | Player Choice | Player Dialogue | Zhang Dialogue

Figure 30: Stage 100 Dialog [11]