



JAYA RAO

NEUROFRONT

T E C H N O L O G Y



NEUROFRONTARMY.COM





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WHAT IS NEUROFRONT?

NeuroFront is a classified technology developed for future warfare: a neural scanning system that converts real individuals' physical and psychological traits-- personality, interests, and instincts into digital operators.

In this world, wars are no longer fought with armies on battlefields-- but in virtual combat arenas using Operators generated by NeuroFront. Once uploaded, the Operator becomes independent, self-aware, and severed from the original user.

This project explores what parts of us would become tools, weapons, or power in another world. These characters are not just avatars, but truthful extensions of people

CODE NAME



ZANE 'FORGE'

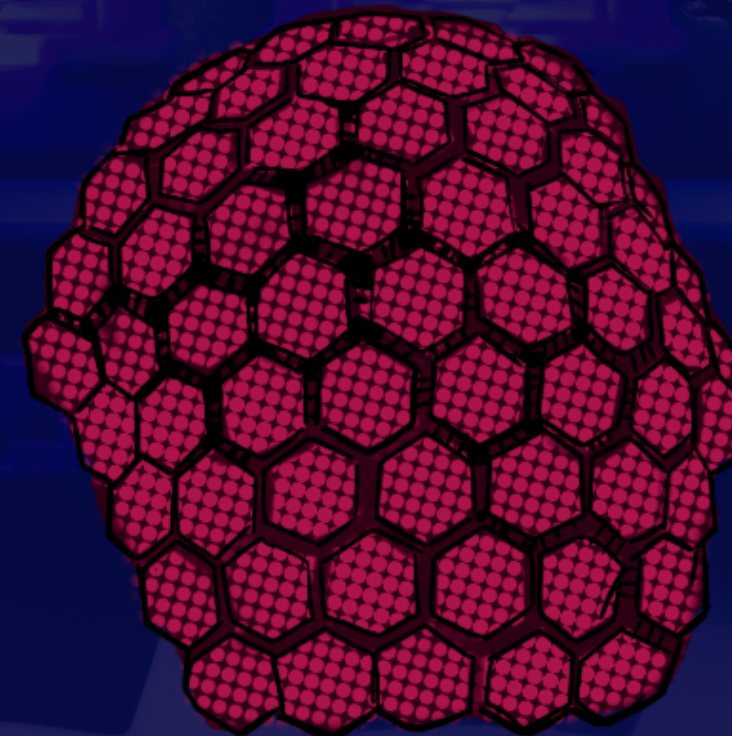
role: attacker/ breacher

background: Ukrainian, boxer, wrestler, 3D printing specialist

trait: A silent tank, uses custom printed tech and strength to break through anything.

Abilities: polycharge
deploys custom-printed explosive breaching device that sticks to any surface and morphs shape. also can create temporary polycarbonate shields.

Design elements: muscular, armor with filament spools, carbon plating. boxing hand.



CODE NAME



WILL 'MOLAR'



role: defender

background: russian, dentist, medicine,
calm, strategic

Abilities: anesthetic field
deploys mistpods that emits anesthetic
mist in a small radius. This slows and
gradually blurs enemy vision, simulating
sedation.

Design elements: surgical white, silver
armor, dental instruments, glasses,

Voice lines: "relax. this won't hurt-- me."



CODE NAME



NORMAN 'KEEL'

role: defender

background: Navy Veteran, Cook, Fisherman, Polish

trait: a calm anchor in chaos, Keel holds ground with patience, sets quit traps and lures enemies in.

Ability: Bait Line
places small (3) bait hooks on surfaces/ doorways. when enemies pass, Keel can briefly locate them and deals light piercing damage.

Passive: Anchor Instinct
gains early warnings when enemies approach while holding position.

Design: navy themed clothing, tactical vest with fishing details. fishing/ grilling tools.

Voice line: "hold steady. I've got the line"





BIANCA

CODE NAME
'VIBE'

role: attacker

background: DJ, filipino

trait: Vibe turns the battlefield into her dancefloor, using sound to disorient enemies and boost teammates

ability: pulse drop
deploys a combat speaker mine that emits shockwaves that disorients enemies, jams enemy gadgets.

Design elements: futuristic gear, led audio accents, sleek headphones/ear piece, filipino textile patterns. chrome.

voice line: "The floor is mine now. Move with me"



CODE NAME



KAITLYN 'RATTLR'

role: interrogator/ attacker

background: hispanic, unfiltered, energetic,
ADHD, persuasive

Abilities: overload
after downing an enemy, she can trigger a
verbal override: she engages them with an
interrogation, gaining temporary location pings.
the catch? everyone can hear her voice-- it's loud
and impossible to ignore.

Design elements: messy bun, bright-colored
gear with doodles, smiling vibrant, short.



NEUROFRONT CHARACTERS

Meet the digital warriors of tomorrow – each scanned, severed, and reborn through NeuroFront technology.

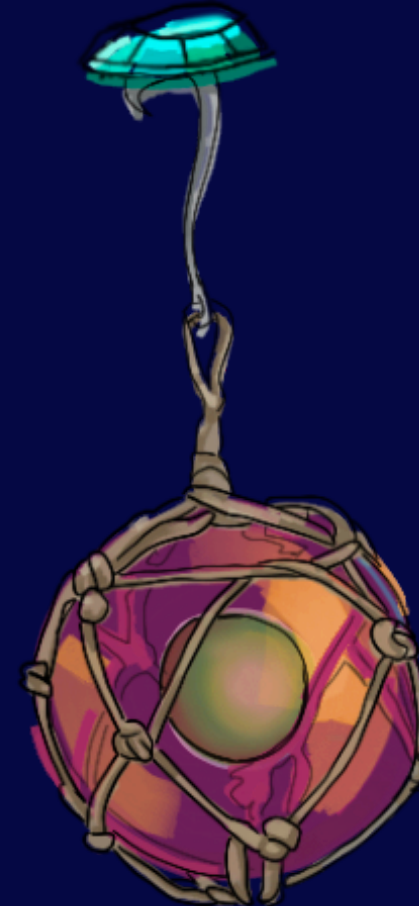
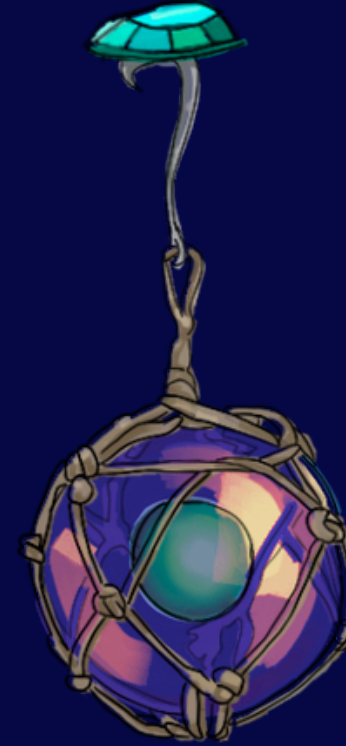
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NEUROFRONT PROPS

Each character has their own ability,
often reflected in a personal prop or
tool they carry.



NEUROFRONT GAMEPLAY ×

This is the game play from the perspective of the operator Bianca AKA Vibe.



NEUROFRONT CHARACTERS

silhouettes

