Game Design Document

Office Pace

Presented by Team Cuddles



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Summary

You've been toiling away in your office job for long enough. It's time to push the limit of what you can do to make a day's wage, and the limit of what your employer will tolerate.

A speed-focused side-scroller with roguelike upgrade paths.

The Team

Anis Setoodeh - Programmer/ Sound Design

Daniel McCusker - Sound Design/ Producer

Elias Erek - Programmer

Kyle Gibbs - Programmer/ Concept Creator

Jialan Yu - Artist / 3D Modeller

Julia Liddell - Producer/ Writer

Lachy Meens - Game Designer/ 3D Modeller

Wei Yik - Programmer

Target Audiences

Ages 15-25

Indie game fans

Roguelike game fans

Fans of shows like The Office, and Office Space

Target Platforms

Windows will be the primary platform for this game. Not only is it the most used PC platform for gaming, but it also already houses the majority of games that are similar to ours on it. It is also one of the most accessible for people to play on.

At later stages we will attempt to add in controller support so we can migrate the game over to Xbox and Playstation.

Engine

We will be developing the game inside of **Unity**. While not every team member has used Unity before, it is an easy-to-learn system, as well as being free. It also has many different asset libraries and tools that can assist us when designing and fleshing the game out.

The game itself will be coded in primarily **C#** due to our team having the best understanding in that language when it comes to programming.

Gameplay

Overview

Office Pace is a game that combines elements of platforming, speedrunning, and rogue-like games. The game is set in a single office that evolves over time, and the player takes on the role of an office worker who must complete a set of tasks within a specific time frame.

To complete these tasks, the player can use various movement options that allow them to perform "Office Parkour" moves such as tumbling over desks or sliding down handrails. The animations for these moves are designed to be comedic and awkward, while still feeling smooth and natural in gameplay.

The tasks themselves involve things like filing documents, attending meetings, and fixing office equipment. Completing these tasks within the time frame earns the player an advancement for their "Workplace Toolkit" each day, which they can use to tackle new tasks and challenges in subsequent days.

Ultimately, the player must work effectively and choose the right advancements to make it through the game's various challenges, culminating in a final boss battle. This is yet to be determined, but it could involve a rival coworker seeking to undermine the player or require the completion of a challenging set of tasks to demonstrate their capabilities and secure the coveted manager's position.

Level Design

The gameplay will be confined within an office, which will undergo transformations and changes over time. The player's goal will be to complete a set of tasks within a minute (one day in-game), with an additional task added each day. The first day will have 3 tasks which are randomly selected, and each following day will have the same tasks plus one additional. The office will have several distinct sections, including the kitchen, conference room, and the boss's office.

Tasks

The player will need to complete a variety of tasks each day, ranging from physical activities such as moving items around the office, hitting quick-time events, to spending time in specific rooms and executing other duties. These tasks may include filing documents, attending meetings, fixing office equipment, and more.

Task Examples

Task	Description
File Paperwork	Pressing button prompts to put away files in their correct folders.

Task	Description
Attend a Team Meeting	Spend a certain amount of time in a meeting room.
Water Office Plants	Go up to each plant and press a corresponding button.
Organise a Meeting	Speak to each person required in the meeting (with Calendar Software just go to your computer).
Steal Office Supplies	Go into the supplies room while no one else is there.

Advancements

Upon completing each day's tasks, the player will be offered a selection of three random advancements to add to their "Workplace Toolkit". These advancements will assist the player in completing their tasks more easily. advancements could include a faster movement speed, the ability to carry more items, extend the time given in a day and more.

Advancement Examples

Advancements	Description
Binder	Enables the player to carry more paperwork with them
Keycard	Allows the player to open certain doors faster instead of having to type in a pin
Shredder	Reduces the amount of paperwork the player needs to organise, move, file, etc.
High Capacity Printer	Lets the player print paperwork faster
Calendar Software	Enables the player to organise meetings faster

Movement

Players will have various movement options, allowing them to perform "Office Parkour." These movements will be visually comedic and inspired by a particular episode of The Office TV show - season 6, episode 1, where the characters perform awkward parkour, however the in-game movement will still feel fluid for the player. Optimal movement through the level will be encouraged.

Difficulty

The game will become progressively more difficult as the player advances through the days. As the player progresses they will have to juggle more tasks without gaining any extra time. The office will also become more cluttered and obstacles will become harder to navigate.

Game End

The game will come to a close in two possible ways. First, if the player fails to complete all the assigned tasks within the allotted time for the day, the game will end. Alternatively, if the player successfully defeats the end boss, they will emerge as the new manager and win the game.

Replayability

The game will have rogue-like elements, meaning that each playthrough will be different. The layout of the office will change, the tasks that need to be completed will be different, and the upgrades offered to the player will vary. This will encourage players to replay the game to try and beat their previous high scores, as well as experience all of the different tasks and upgrades the game has to offer.

Aesthetics (Player Feel)

I want the player to feel like a powerful office worker that is free to exploit the rules of the office where they fail to outline the specific details. You can imagine having the player be a sort of evil genie where any detail not outlined exactly they will take advantage of. I want them to start by feeling exploitative and over the course of the game feel more powerful.

In LeBlanc's 8 types of fun I want the player to engage with the Challenge and Expression of the game.

Core Mechanics

Controller

- The player moves with the left analogue stick or the d-pad.
- 'A' makes the player jump, hold to jump higher.
- 'B', 'X' & 'Y', are interact keys. Each interact action is specified with a key.
- 'Y' makes the camera zoom out to view the whole level if held.

Elevator

- The Elevator has 1 location on each floor of the level, for each floor the elevator door will be assigned on the horizontal axis randomly. The elevator door has to be clearly in a room and cannot collide/intersect with a wall. These locations will be generated at the start of each run and remain the same for the entirety of the run.
- The Elevator is only available on one floor at a time, indicated by a green light above the elevator and the doors open. If the elevator is unavailable for the floor it will be indicated by a red light above the elevator and the doors being closed.
- If available, the player can interact to move into the elevator or interact to move out of the elevator. If unavailable, the player can't interact with the elevator at all.
- If the player is inside the elevator when it moves they will move with the elevator. The player can then interact to exit when they are on the floor they desire.
- The elevator moves on a loop. Starting as available on the bottom floor it will wait for 5 seconds and then move up to the next floor. It will remain there for 3.66 seconds and then move up to the next floor. It remains on the top floor for 3.66 seconds and then moves down, continuing this cycle of waiting 3.66 seconds.
- Full elevator move pattern:

Time (Seconds)

	+5	+3.66	+3.66	+3.66	+3.66	+3.66	+3.66	+3.66	+3.66	+3.66	+3.66	+3.66	+3.66	+3.66	+3.66	+3.66
	5	8.66	12.32	15.98	19.64	23.3	26.96	30.62	34.28	37.94	41.6	45.26	48.92	52.58	56.24	60
3			X				X				X				X	
2		X		X		X		X		X		X		X		X
1	X				X				X				X			

^Floor^

Held Items

- Certain items in the game need to be held by the player.
- The player can only ever hold one item at a time.
- If they try to pick up an item while holding another, the character will drop the item they were originally holding and pick up the item they interacted with.
- Later on we will be adding an advancement that allows the player to hold 2 itms at a time so keep this in mind.

Passcode Doors

- Certain rooms will need the player to input keys to open the door to enter the room, not exit the room.
- These rooms are the bosses office, the meeting rooms (A and B) and the storage room.
- Each door will have the same password throughout the whole level, but will randomly generate at the start of each run
- To open a passcode door the player must:
    1. Use the interact key on the door.
    2. Input the 3 corresponding directional buttons, in order.
    3. This will immediately unlock the door for this one entry and then lock again.
    4. The player may then move into the room.

The Timer

- A clock will be displayed at the top of the screen that will display the time from 9:00am to 5:00pm.
- The clock will advance from 9am to 5pm within the span of 1 minute. To do this the time will need to advance 8 minutes every second.
- Once the player has completed all their deliverable for the day and left the office, the clock will record the time the player finished and display it on the screen displayed after.
- If the clock reaches 5pm before the player can complete all their tasks this ends that run for the player.

Triggering a Conversation

- If the player triggers a conversation they are locked into it temporarily and can't do anything else until they complete it.
- The person they are having a conversation with will have text above their head and the player must respond correctly.
- The player will have 3 options above their head with responses each assigned to a controller button (x, y or b) shown to the left of the response.
- The correct response will have green text and the others will have red text.
- This will loop with new texts appearing with each response until the player answers with 2 correct responses which will end the loop.
- The player is then free to continue what they were doing.

Deliverables (originally tasks)

- Deliver the bosses coffee:
    1. The player has to go to the coffee machine in the kitchen and start brewing which will take 7 seconds to complete (player does not need to be there for the 7 seconds, only has to initiate it).

2. Once brewed the player must pick up the coffee and navigate to the bosses office without the use of parkour, otherwise the coffee will spill.
3. Deliver the coffee.
4. Task completed.

- Water Office Plants:
    1. Find and interact with the watering can to pick it up
    2. Go to a sink (bathroom or kitchen) and fill up the watering can, hold down the interact key for 4 seconds to fill the watering can.
    3. Interact with the 5 plants randomly located around the level
    4. Task completed

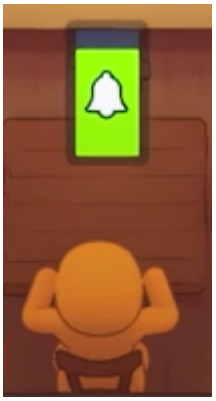
- Shred managers documents:
    1. Go to the manager's office and pick up a stack of papers.
    2. Go to the storage room.
    3. Repeatedly press the interact key to shred the papers.
    4. Task completed.

- Organise a meeting:
    1. The player will be given 3 coworkers they need to find. They will be given a name of the co workers that correlate comedically with how they look. Eg Nosey Nellie, Big Brain Bryan, Hunky Hannah (temporarily these could be shapes they need to identify like a triangle, square and circle).
    2. The player will need to interact with the correct coworker and then that co worker will get off their desk and start following the player.
    3. Once the player has got all 3 co workers following them they can walk into one of the meeting rooms and start the meeting.
    4. Task completed (the player does not need to stay in the room for the meeting).

- Mandatory Lunch:
    1. The player needs to interact with the ‘employee lunch vending machine’ that will give the player ‘lunch’ which counts as a held item.
    2. The player will then need to find a place to eat, this could be an empty desk, the players desk, or a table in the common room. (These need to be added to the level generation)
    3. The player can spam the interact key to eat their lunch as fast as possible, however if they go too quickly, it will stop the player from eating for a certain duration. This would work similar to that of an overheating energy weapon, like you'd find on orisa in overwatch 2 (https://youtu.be/LxDiEYMaP2g?t=18).
    4. There would be 2 trackers while the player is eating their lunch:
        a. One that tracks and shows the player how much of their lunch they have eaten

    b. One that shows a bar and displays how much the player can spam before they over eat and have to wait for the bar to drop before they can continue.
5. Once the player has finished all their lunch the task will be complete.

- IT Assistant:
    1. Once a day at a random time (before 3pm) a co-worker will have trouble with their computer and call upon the player to help them fix it.
    2. The co-worker will have timer above their head in the form of a bar with an icon indicating frustration (e.g. exclamation mark) similar to that of plate up

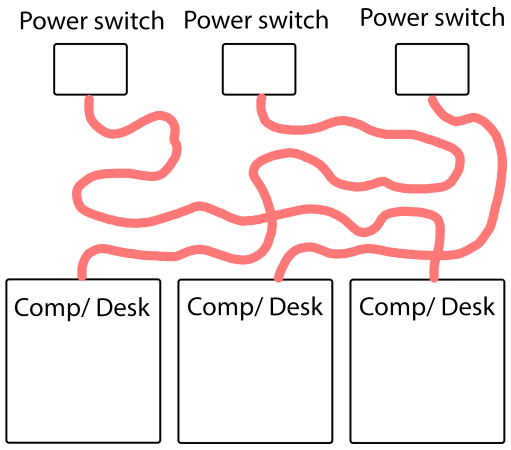


    3. If the co-worker is not currently on the players screen this bar will appear on the edge of the players screen with an arrow next to it pointing in the direction of the co-workers desk.



    4. The timer will run for 20 seconds and if the player does not help it will end their run of the game.

5. To help the co-worker the player must:
    a. Approach the desks where the coworker is complaining.
    b. Trace the power cable from the co-workers computer to its plug (this would be within a maze of other co-workers cables).



    c. Interact twice to turn the computer on and off
6. This completes the task.
7. However if the player turns off the wrong computer this will initiate a conversation (detailed under 'Triggering a Conversation') and would waste some of the players time before the can attempt again (this can wait to be implemented later and can instead do nothing for now)
8. The player can then try again until they get it correct.

Advancements

2 stage advancements, one initially picked and can then be later upgraded.

- Express Elevator:
  1. The elevator moves at a faster speed, reducing its movement time from 3.6 to 2.25 seconds
  2. The elevator will always be available to the player no matter what level they are on and they can control it. They can control it by getting into the elevator and then pressing up or down to move it in the direction they want.

- Keycard:
  Allows the player to open password doors with a single interaction.

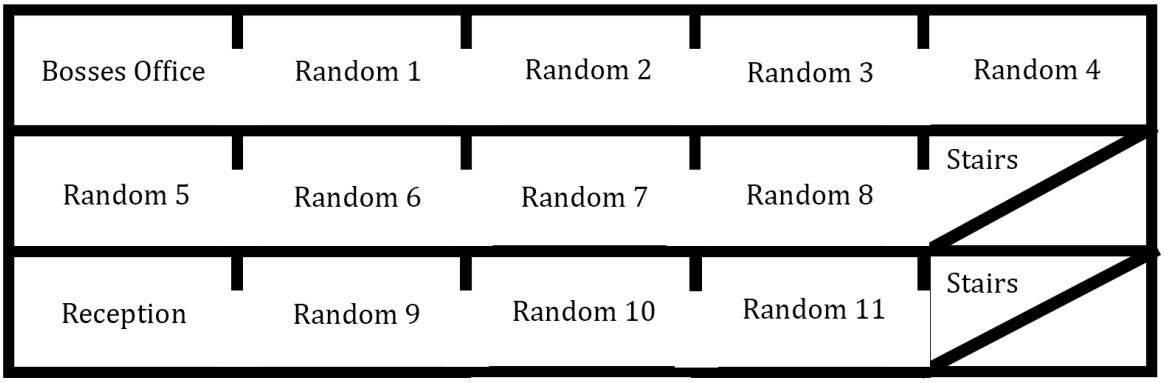
- Multi-handed Training:
  1. Allows the player to carry 2 items instead of one.
  2. Allows the player to carry 3 items at a time instead of 2.

- Fireman's Pole(modern funky office)/air vent(older office):
  1. Puts 2 randomly placed fireman's poles/air vents in the level that the player can drop down for faster movement between the floors.
  2 .Places an additional 2 firepoles

- Overclocker:
  1. Reduces interaction times by 25% (water can filling, coffee brewing and paper shredding)
  2. Reduces interaction times by 50%

- Speed Up:
  1. Increases the players speed by 1.5x
  2. Increases the players speed by 2.5x

Random Level Generation



- Office is generated on a 5 x 3 grid
- The Boss's Office, Reception and Stairs always spawn in the same location:
    - Boss's office - position 1, 3
    - Reception - position 1, 1
    - Stairs - position 5, 1 & 5, 2
- Other rooms are assigned randomly. These are the meeting room, kitchen, bathroom, storage room and a common room

Random Element Generation

- In each room there will be space for additional objects to spawn in relation to deliverables, advancements or the elevator.
- Each room has a set number of spawn locations for these elements:
    - Boss's Office, Reception and Stairs, Meeting Room
      - 1 space
    - Kitchen, bathroom, storage room and a common room
      - 2 spaces
    - Random rooms (6)
      - 3 spaces
- Total of 31 spawnable spaces.
- Each element's spawn location is decided at the start of the level generation and is spawned and/or made interactable when decided by the player.
- These elements are:

Element	Number of	Starts Spawned	Starts Interactable	Notes
Elevator	3	✔️	✔️	Only 1 spawned on each level
Co-workers	8	✔️	❌	
Shredder	1	✔️	❌	

Coffee Machine	1	✔️	❌	Has t0o spawn in kitchen
Pot Plants	5	✔️	❌	
Firepole	4	❌	❌	When initialised, only 2 spawn. The 2 addition spawn on a later trigger

- Current total of 22 elements with 32 spawnable spaces

Progression

- Core played out over 5 days, Monday to Friday
- Boss fight played out on the 6th day, Sunday
- 3 deliverables on the first day adding 1 each following day, so 7 on the friday
- Boost on the day before your first? Like a class select or something, but simpler
-

Narrative

Setting/world

We are in a satirical, cynical version of the modern world, in a corporate office. Work is meaningless and dehumanising, and your corporate overlords have a hold over your life. See Standard Office Setting.



Whilst we are going to have some similarities to The Office, or Office Space, this setting is updated to include elements of today's worst office elements that are worth poking fun at. See Wacky Startup Workplace.

Tone/mood

There are two pillars to our tone.

1. The corporate world is absurd.
2. The player has a single-minded drive to succeed at work.

The absurdity will be shown in the writing, such as never clarifying how the office contributes anything specifically productive to the world, and naming tasks in a way that emphasises that the goal is to meet corporate demands, not real-world improvement.

This is good: *Perform scheduled corporate compliance learning module training again.*

This is not: *Visit clients to discuss improvements to our product range.*

To balance this, there will be a genuine drive to succeed on the part of the protagonist. This determination will be emphasised in the character's willingness to risk personal safety if it means success in the workplace, or to ignore common conventions such as walking on the floor rather than parkouring over the cubicles.

Characters

Protagonist

Sick of career stagnation, you as the protagonist rebel against convention and decide to *speed* up the process of your meaningless day. You are determined to improve your capacity to complete your tasks quickly, overcoming or bypassing those around you who slow you down or who attempt to get you fired.

Office Drones

Background characters placed around the office that may have tasks for the protagonist, or be of aid in a task that the protagonist must complete before time runs out and they're booted out of the office. These drones may also be used as obstacles for the protagonist to physically traverse around.

The Management

Gives the protagonist increasingly difficult tasks to complete in order to challenge you and your rebellious antics down enough to fire you, and may be your final task to face, before the whole building burns to the ground. They are faceless and interchangeable. If one is defeated, there will be others to replace them.

Music and Sound

Music

Music will be negotiated with our Melbourne Polytechnic composition collaborator. Our current plan - subject to change - is to have 3 variations of a single theme. This will include a soulless "muzak" version, a fuller-instrumental version, and a harder-edged and punkier variation. These will be faded between dynamically to emphasise game flow, and the general

progression towards more risky, aggressive gameplay. The opening menu, pause screen and inter-level selection screens will feature the most tinned versions of the music.

If the player fails a run and is fired, there will be an interruption to the music, like a record-scratch. If the player overcomes the final challenge in the game, there will be a satisfying finish to the music, giving some finality to the game's music at long last.

Sound

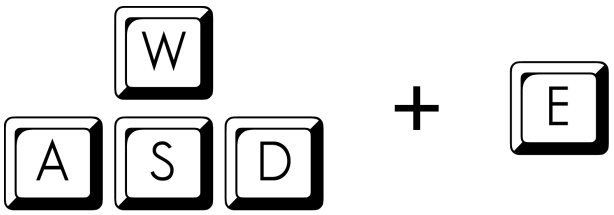
Traversal sounds, activation sounds for equipment will be recorded and edited as needed. Some small vocalisations may be created too, depending on NPC involvement with gameplay.

Interfaces and Input

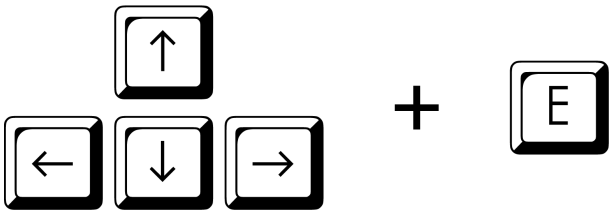
Wireframe/low-fidelity in this section. Focus is on navigation and choices. Decorative elements see Art

Controllers/Inputs

WASD and Cursors control movement. E key activates objects or selects menu items. ESC opens menu and backs out of menus.



On Gamepad, D-Pad or Left Analog controls movement. A button activates choices. B button is back. Option/Start button opens menus.



Front menu

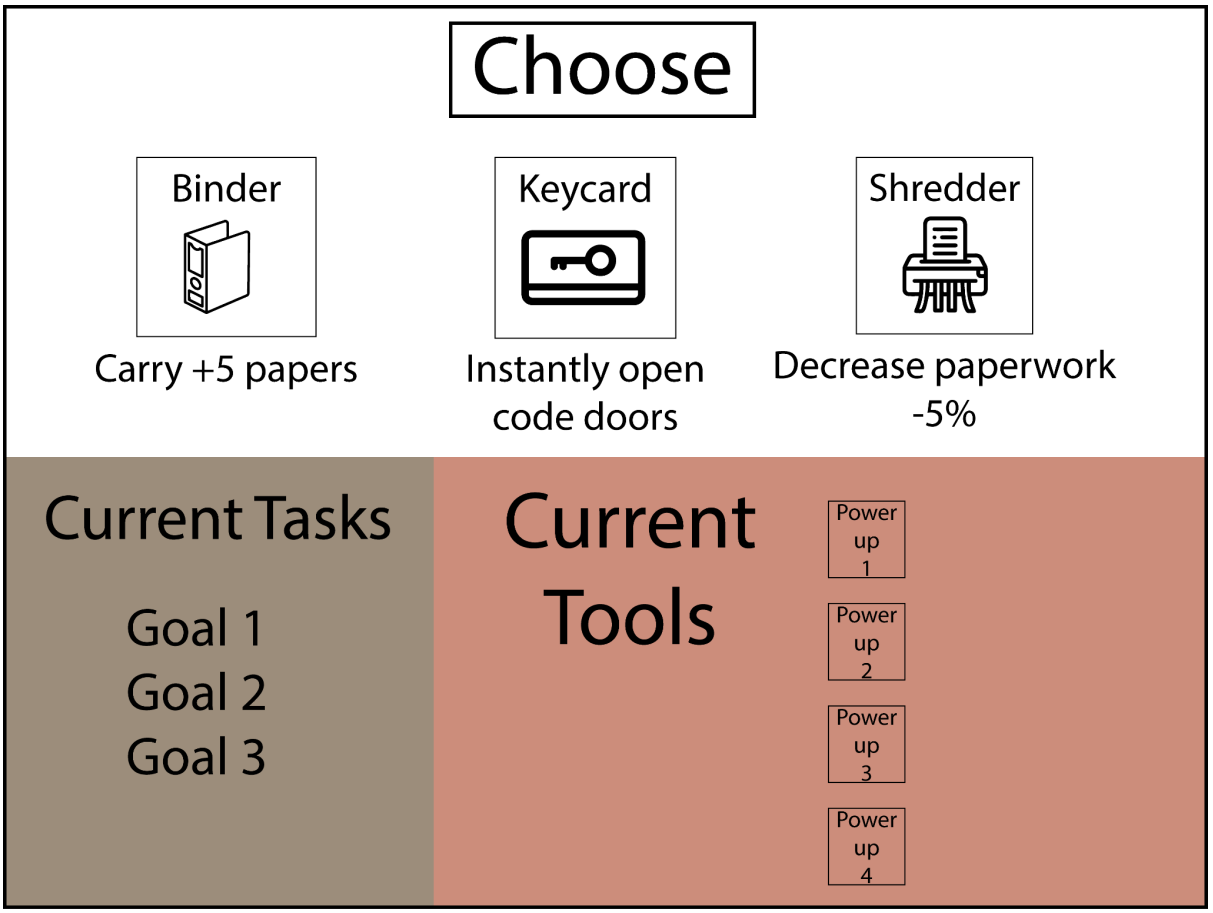
The front menu will be designed with the intention of being easy and simple to navigate. It will display options that allow the player to start a new game, or navigate into the settings/help displays.

Pause menu

The pause menu will be accessible in-game and will allow the player to navigate to the main menu, access the settings/options interface, or restart a new game. The Pause menu will be thematically in line with the front menu, using more muted colours to further highlight that the game is paused. The player will also have the option to "resume" the game, which will close the pause menu and begin an on-screen countdown before the game resumes. The pause menu will only be accessible in-game, and thus the options should be neatly spaced out to avoid visual clutter.

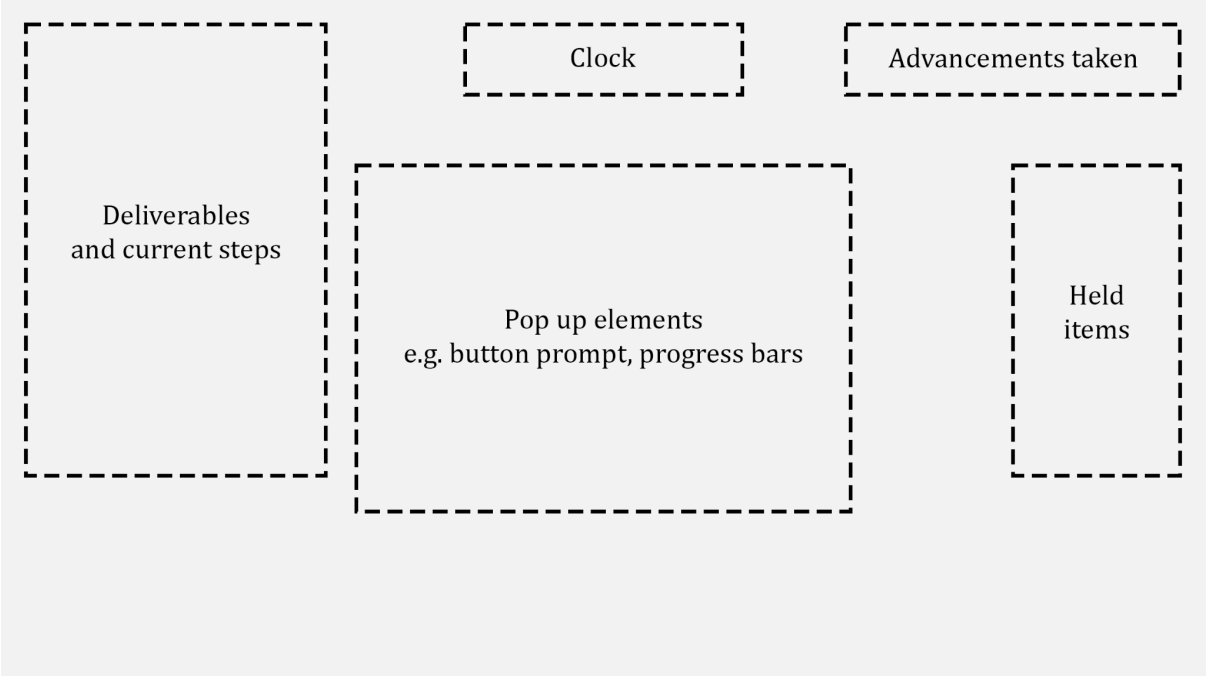
Selection Screen

After each level, the player will be presented with a screen in which they must choose one of three offered power-up “tools”. This screen will be kept simple, but will include the name of the tool, how it changes the player’s capabilities, as well as showing the player all the previously chosen tools and tasks so they can refer to this information.



User Interface

Layout



Deliverables and current steps

This section of the UI displays the player's active deliverables and their corresponding steps.

- Each deliverable is separated clearly from one another with details underneath each with the next step required of the player. E.g:

  Deliver Bosses Coffee
  > Collect brewed coffee

- The steps for each deliverable displayed underneath will update as the player progresses.
- When updated it will remove the previous step from the UI and replace it with the next step. E.g:

  Deliver Bosses Coffee
  > Collect brewed coffee

  Player collects coffee

  Deliver Bosses Coffee
  > Deliver the coffee

- If the player has to restart an aspect of the deliverable the UI will update to reflect that. E.g:

  Water Office Plants
  > Pick up watering can

  Player picks up watering can

  Water Office Plants
  > Fill watering can

  Player drops watering can

  Water Office Plants
  > Pick up watering can

- For some deliverables that have multiple components to a step, these will update continuously as each component is completed. E.g:

  Organise a Meeting
  > Talk to Sally, Matt & Mark

  Player talks to Matt

  Organise a Meeting
  > Talk to Sally & Mark

  Water Office Plants
  > Water 4 plants

  Player waters a plant

  Water Office Plants
  > Water 3 plants

- Once all steps of a deliverable are completed it will strikethrough as completed. E.g:

  Water Office Plants
  > Water 1 plants

  *Player waters a plant

  ~~**Water Office Plants**~~
  > ~~Completed~~

- The steps for each deliverable to be displayed within the ui are written in the ‘Deliverable Descriptions’ section (not yet added).

Clock

This part of the UI displays an indicator (digital or analogue clock) that communicates to the player how long is left in the day. It is clearly visible to the player and easy to understand. It also displays the day of the week.

Advancements taken

This area of the UI displays the advancements the player has taken. Icons would be displayed that correlate to each advancement (these icons would also be displayed when the player is selecting an advancement). The first advancement icon would be displayed on the right of this area, each additional advancement taken would place it to the right of the previous icon and push any previous icons to the left. Within this area there would be an element to communicate to the player that these are their advancements, this could be with an icon, colour, or title. If the player selects an upgraded version of an advancement that they had taken before, the icon would change for that advancement to reflect this. This could be done by adding a coloured outline, or a plus symbol in the corner of the icon.

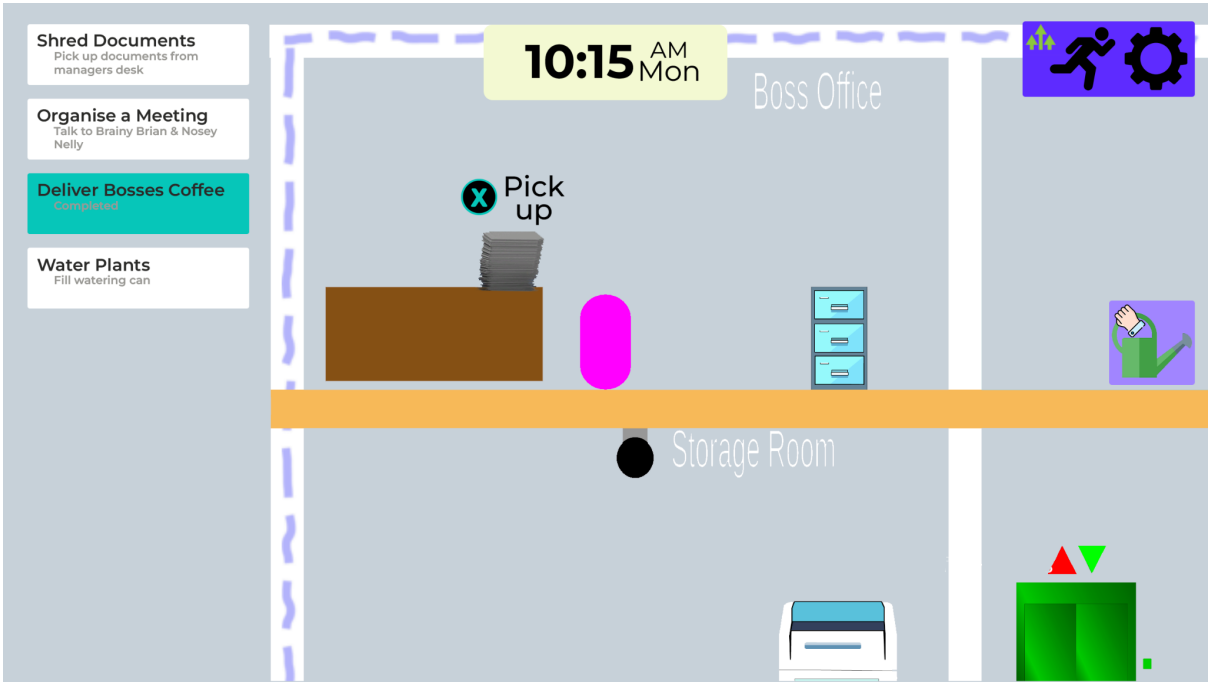
Held items

This section of the UI displays the player’s held items.

Pop-up elements

This section of the UI displays the player's pop-up elements.

Example



Deliverable Descriptions

Title: Deliver Bosses Coffee

Steps:

Game Over Screen

The Game Over Screen will appear once the player has completed the level(s) required, or when the player has lost the game. It will display information about the total run time taken this game, along with information about what power-ups the player had acquired and information about how the game ended. Eg. *Fired on level 7 due to time* or *Defeated boss "Golden Parachute"*.

There will be options to restart the game, or return to the main menu. The "Play Again" button will be larger and more emphasised to encourage the player to re-attempt the game.

Art

UI elements

Minimalist. Evocative of corporate training done via Learning Management Systems.

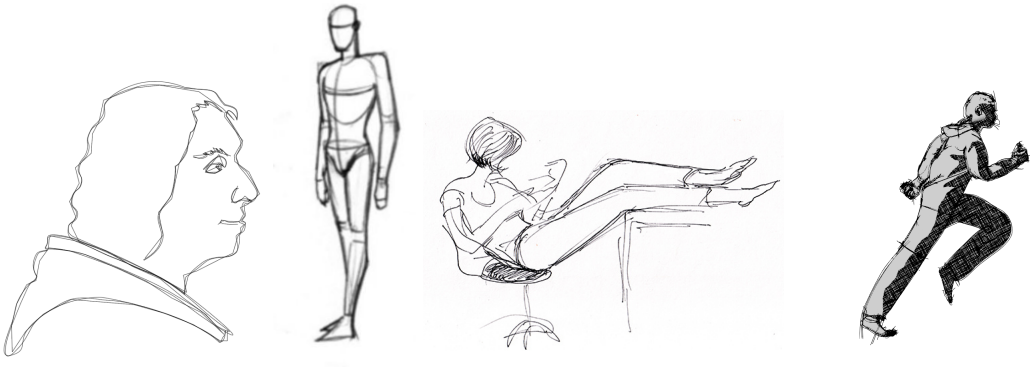
Tasks are shown on screen as post-it flags on the upper left of the screen. The text will be a handwritten look, using the font Architect's Daughter (link).

All the rest of the text in the game will use the font Montserrat.



Characters

The player character will be a rough-sketch, androgynous and low frame-rate. Evocative of storyboard art. They are greyscale, rough-around-the-edges, and have a bit of attitude. They are the opposite of the level design style.



Animation of Characters:

List of animation:

Main Character:

- Idle
- Back to camera doing task (rummaging)
- Celebration pose finishing day
- Conversation with character
- Going down firepole
- Sitting down?
- Clapping (for join a meeting task)

Background Characters:

- Idle
- Sleeping
- Conversation
- Walking back and forth

Level elements

Level elements will have a 2d flat art style, reminiscent of corporate training packages, and the “corporate memphis” style.

This essentially means that they will look as though they have been made in Illustrator. They will be colourful, and highly diverse, but not particularly authentic to real people.

Specifics

The office will be 16000 px wide and 4800 high, or 3200px wide by 1600 px high per room. This gives a 2:1 width:height ratio for rooms.

Each room can fit 3 elements inside, horizontally. Those elements should max out at 1000 px wide, with a 50px margin between each. The maximum height would be 1600px, but it's unlikely anything would use the full height of the room.

The working scale for generating vector assets within Illustrator is 1m = 400 pixels. This may export at a different resolution if needed, by some integer multiplier for example.

Physics

We expect to use physics simulations within the Unity engine in a few ways to support gameplay.

We will use the physics system to determine player collisions with other objects and characters. We will use gravity to effect motion, since the game is side-scrolling.

We can also use the physics engine to allow player velocity to build up over time, by specifying acceleration and limits. This can impact the collisions, as well as allow for interesting tool (power-up) options which alter acceleration or top speed.

Using physics elements such as these will make our game feel more realistic. Players will more intuitively understand movement and physics that are similar to real-world.

We can also experiment with allowing the player to crash through certain office obstacles if they have sufficient momentum.

Planning

Marketing

Company goal

Our primary goal is to showcase the work of our team members by creating a simple, fun and polished game.

A secondary goal is to create a prototype game that might invite development funding to build upon, as a project that we can choose to continue on if possible.

Branding

Our brand goals are to stand out in the crowded PAX expo hall, to invite the target demographic of young adults, and to convey the hopefully somewhat standout mixture of mundane setting and intense gameplay.

PAX booth customisations

We are planning to include a small leaderboard for high score winners, as well as a prize that will be given to the high scorer on each day of PAX. Entrants will need to provide contact details.

Social Media

We plan to have a presence on the following platforms:

Instagram: Instagram is a highly visual platform that can help us showcase our game's graphics, mechanics, story and art style.

We can share screenshots, trailers, and other promotional content on our profiles and use hashtags to reach a wider audience.

Twitter: Twitter is a great platform to engage with our audience and promote our game.

Like Instagram, we can share updates, screenshots, and other promotional content using relevant hashtags.

Facebook: With over 2.7 billion monthly active users, Facebook is a great platform to promote our game. In the future, we can create a page for our game and post updates, trailers, and other promotional content. We can also use memes for promoting our game. Memes are popular on social media platforms like Facebook and can quickly spread through the network if they resonate with users

Development plan

Schedule

Design Doc - Week 8

Drafts for assets and images and level design - Week 9

Level Drafts - Week 9

Task Drafts - Week 9

Interface development/ in game mechanics development - Week 9

Pre Alpha playtest and fixes - Week 10

Music Samples and Sound effects - Week 10

Alpha Playtest and fixes - Week 11

Alpha Final Game Delivery - Week 12

Semester 2

Development of Beta and applying corrections to the game

Polish assets and imagery

Cement levels within the game

Bug test and playtest/ receive results from players outside the group

Apply further corrections needed after playtest

Milestones

Design Doc

Alpha Draft

Alpha Final

Beta production

Beta Draft

Beta Playtest

Full Demo

PAX Convention

Ideas area

Things we could add to game

DM - What if

KPI's → Synergies for power-up name

Potential 2 player split screen i.e. race against your co-worker

Tasks surrounding OHS, training videos, printer tasks

In the main menu, having a section to view all chosen KPI's to see if you've picked them all. Similar to the collection page a lot of roguelites have.

Main Menu design could show a resume with an accepted stamp on it, maybe on top of a work table that has some imagery scratched into it. Would work if we want to stay within the rebellious, new hire realm.

Alternative tasks

Distributing paperwork

The player receives a list of locations they must visit during a level in order to deliver the documents at each location. To do this they will need to dodge objects like furniture and other people.

The activities get harder, require more destinations to reach, and take less time to complete as the player advances through the game. The player must utilise their knowledge to navigate the office in the quickest and most effective way possible, and they can employ power-ups and bonuses to expedite the process.

When the player either completes all of the tasks within the allotted time limit or is unable to complete them in time, the game is over. The player can advance to the following level of the game and receive points if they are successful. If they don't succeed, they have to start over.

Cleaning-Up

The player is given a time limit and a list of areas that need to be cleaned up at the beginning of the game. The locations could have filthy floors, overflowing trash bins, or messy desks. The next step is for the player to make their way throughout the office, cleaning up each area and making it look decent while dodging objects like other workers, tools, and furniture.

The tasks get harder, require more places to clean up, and take less time to finish as the player advances through the game. In order to finish the work more quickly, the player must utilise their talents to navigate the office in the quickest and most effective way possible. They can also employ power-ups and bonuses to their advantage.

When the player either finishes all the cleaning tasks within the allotted time limit or fails to finish them in time, the game is over. The player can advance to the next level of the game and receive points if they are successful. If they fall short, they must restart the level.

Speed typing task

The player is given a typing task that consists of a number of sentences or words that they must type accurately within a specified amount of time. To locate a computer and begin typing, the player must move through the office setting while dodging hazards like furniture, tools, and other workers.

When the player either finishes all the typing tasks within the allotted time limit or fails to finish them in time, the game is over. The player can advance to the following level of the game and receive points if they are successful. If they fall short, they must restart the level.

The keyboard can be used by the player to type the sentences as rapidly and precisely as possible. Each accurately typed sentence they submit within the allotted period will earn them points. With larger words and less time to finish the objective, the game gets harder as the player advances to higher levels.

Ways to do the work by not doing work

Work is a core element that needs to be decided

Key Data Structure

Things we could do as a spin-off

Things that used to be in the doc we might want to use again

These have been moved into an archive Google Doc for clarity.

LINK

Advancements:

-make it so elevator is always available

-hole in the floor/open ventilation: allows the player to more easily drop to the next floor

Removed deliverable:

- Attend a Team Meeting:
    1. Find and enter the corresponding meeting room
    2. Remain in the room for 5 seconds
    3. Task completed

Removed

Level UI Elements

Heads-Up Display

Players will have a timer, icons depicting current power- ups, as well as on-screen indicators to remind the player of current tasks that must be completed. These elements will be displayed on the edges of the player's interface to avoid any visual crowding that may affect the player's performance.

Context-sensitive prompts

Certain level elements will have prompts that appear near them when the player approaches, such as a text reminder to "Press E" when next to equipment that must be activated. These will be designed to prioritise clarity and avoid cluttering the screen.