

Brain Temp 300°

Tools:

Unity, Github, Discord

Link To Repos:

[https://github.com/elliespearman2022/-cs426\\_Brain\\_Tamp\\_300-.git](https://github.com/elliespearman2022/-cs426_Brain_Tamp_300-.git)

FEs///

Players: Single-Player game, Player vs Game Interaction

Objectives: Race, Outwit, Explore

Procedures: Player plays as the boss of the office within their designated floor. They must find all of their employees and check their wellbeing is in under 40 seconds by finding the workers in their cubicles and taking their temperature. Goal is for every employee to have a temperature of 100°

Unusual Procedure: Employees with a temperature of 300° swear at you.

/// Walk: A,W,S,D

/// Take Temperature: CLICK

/// Give Donut: SPACE

Rules:

1. 40 second to check all employees
2. Cannot check the same employee twice. Action leads to -5 second on timer penalty
3. Can only move to next level once all employees have been checked within the 40 second time limit.

Resources:

\* 2 attempts per/ level (If you fail to find all employees on first attempt, you are given 1 more attempt to find remaining employees in 20 seconds)

\* 3 Donuts to give to employees who are having a bad day and read a temperature of 300° (Stabilizes their temperature)

Conflict:

\* Failure after two attempts results in the office demoting you from Boss position.

\* Obstacles: Not every employee is in a cubicle, you must search the floor to find the hidden employees.

\* Bothering someone twice raises their temperature to 300° so you better make sure you use your donuts sparingly

Boundaries: Walls of the office building. Only one floor.

Outcome: 100% employee wellness success rate = Winning the level and continuing to the next round

\* Elevator music within game

\* Characters are faceless, mood/temperature expressed vocally and from color for the NPCs

\* The boss is entirely achromatic