

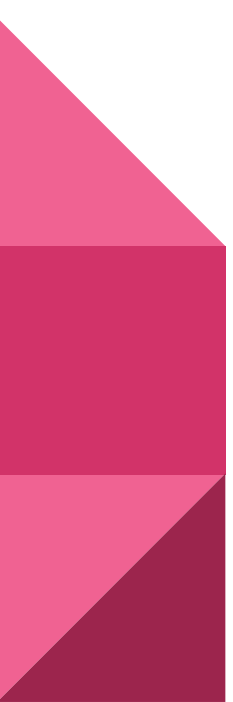
Brain-Temp 300°

Game Pitch /// Ellie Spearman

Overview

As the head boss of a design firm in New York, you hold a lot of responsibilities on your plate. One of the more important responsibilities is your awareness of the mental well being of your employees. In this game, you must seek out your fellow workers and take their brain temperature in order to ensure that they are happy and mentally healthy. Staring at a screen for long periods of time with no social interaction or consideration from superiors can be very taxing and damaging to an individual's sanity.

Target Audience: This game is oriented around ages 18+ do to use of profanity



Gameplay P1

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.

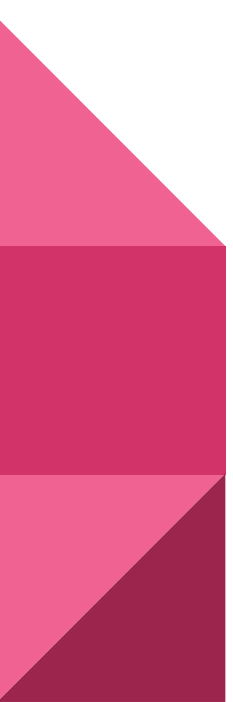
/// Walk: A,W,S,D

/// 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.



Gameplay P2

Resources:

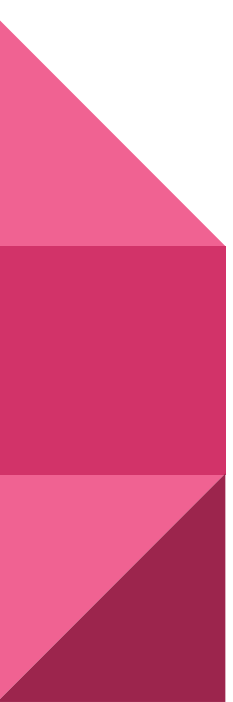
- 2 attempts per/ level (If you fail to find all employees on first attempt, you are given 1 more attempt to find remaining employees in 20 seconds)
- 3 Donuts to give to employees who are having a bad day and read a temperature of 300° (Stabilizes their temperature)

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

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

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



Additional DE's

- Elevator music within game
- Characters are faceless, mood/temperature expressed vocally and from color for the NPCs
- The boss is entirely achromatic



Prototype



Analysis

Why should you consider Brain-Temp 300°? Well, this game is particularly unique because it takes a humorous approach to a more serious concept within the world work. Wellbeing and social interaction. Not to mention, this is a game that progresses in difficulty throughout each level. Which overall makes the gameplay more engaging and fun!

