

# CORPORATE DASH: OFFICE UNLEASHED

## INTRODUCTION

This game is a short-time parkour game designed for working professionals. The gameplay involves dodging obstacles within a specified time limit and using coins collected during parkour to purchase attack items to defeat the final boss. The choice of scenes and obstacles is tailored for workers, allowing them to release work-related stress through this simple parkour mini-game.

- WHO

Working People

- WHAT

Parkour Game

- WHY

Due to the excessive work pressure in today's society, many workers do not have time for leisure and entertainment. This parkour game can be played in a short amount of time, and the process of playing can help alleviate the player's stress.

Video link: <https://youtu.be/2ch7ws7IPf4>



# INSPIRATION

## Family

"Hey, children, listen, dad has a lot work to do with and have no time to play with you! Be quiet! Okay?"



## News

It is often seen in various news that people die suddenly at work, forced to work under pressure, they usually work overtime until the early hours of the morning, and in the long run, this has caused irreversible damage to their hearts.

## Summary

Based on my inspiration and considering the high level of stress in today's workplace, I decided to create a mobile parkour game for employees, an innovative and creative solution to help them release their stress. Parkour is a physical activity that requires moving quickly and efficiently through obstacles and can help employees mentally escape from work-related stress. The parkour mini-game is set up to allow them to play the game for mood relaxation anytime, anywhere.

# RESEARCH

## Work stress



## Social Platform

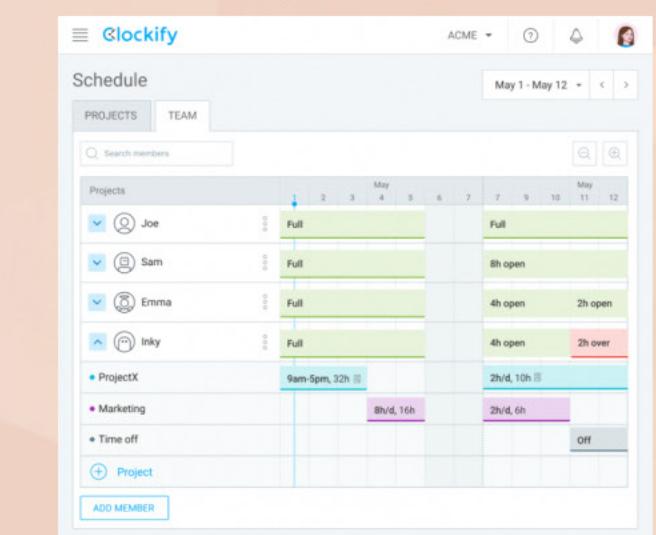
Many people will tweet about their bosses on social media platforms, such as mandatory overtime and year-end bonus deductions.

## Sources of work stress



## Daily work

Only 1 can dance !  
 ByteDance



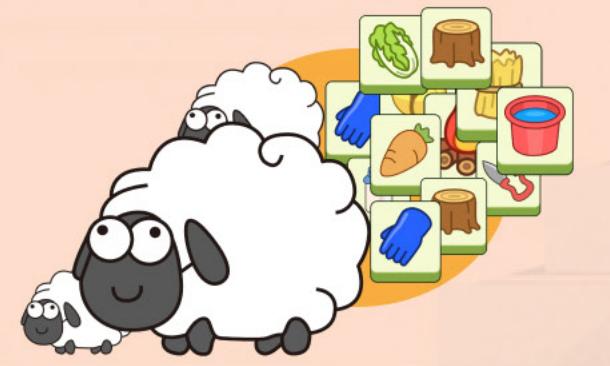
996 Work Routine

9: Starting work at 9 a.m. every day

9: Finishing work at 9 p.m. every day

6: Working 6 days a week

# GAME ANALYSIS



"Yang Le Ge Yang" is a WeChat mini program puzzle game where the goal is to clear obstacles and traps in each level using items and hints. The first level is a [tutorial](#), but the game becomes harder from level two onwards.



Subway Surfers is a mobile game where players run through subway tracks, collecting coins and keys while dodging police and dogs. Developed by Kiloo and SYBO Games, the game is known for its graphics, fast-paced gameplay, and fun characters, making it a fan-favorite.



Temple Run is a mobile game where players run through an ancient temple, avoiding obstacles and collecting gems and coins. Developed by Imangi Studios, it's easy to play and addictive, with a competitive aspect that allows players to compete for high scores.

## Summary

I plan to create a parkour game for people working in the workplace, inspired by the popular games "Yang Le Ge Yang," Subway Surfers, and Temple Run. The game will involve running through levels, avoiding obstacles, collecting coins, and defeating bosses. Players can use coins to unlock new characters and power-ups, and the game will feature stunning graphics and an engaging storyline. I hope that the game will provide a fun and challenging escape for players and help them relieve stress.

# CONCEPT



2. Dodge obstacles and collect coins during the parkour process.



3. Use the coins collected during parkour to purchase in-game hitting props.



4. Use the purchased props to defeat the boss within one minute.

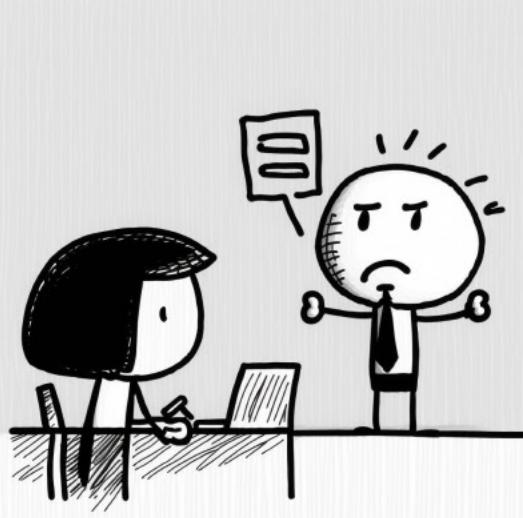
# USER SCENARIOS



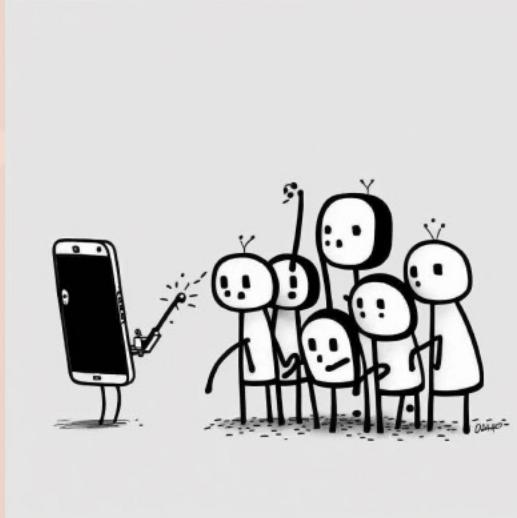
On the way to commute



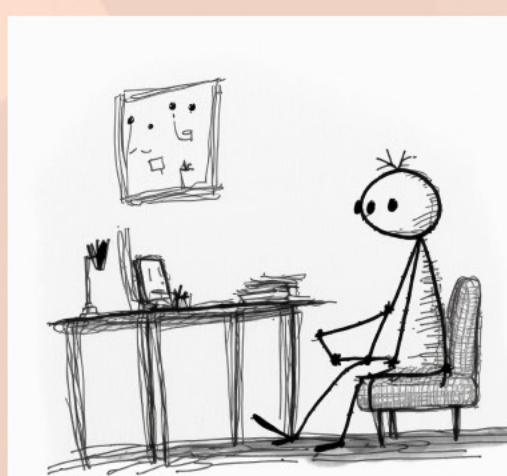
When receiving a large amount of work



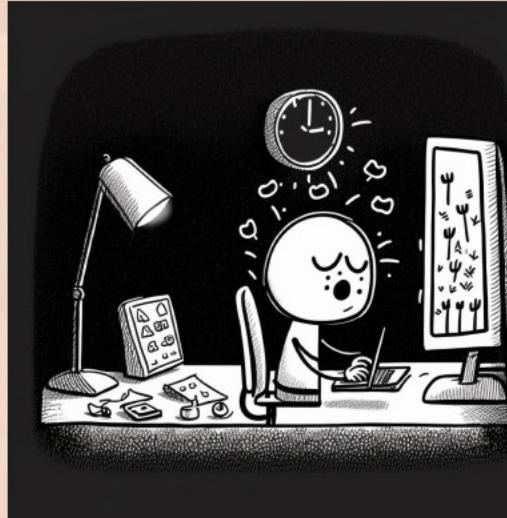
After being blamed by the boss



When with colleagues



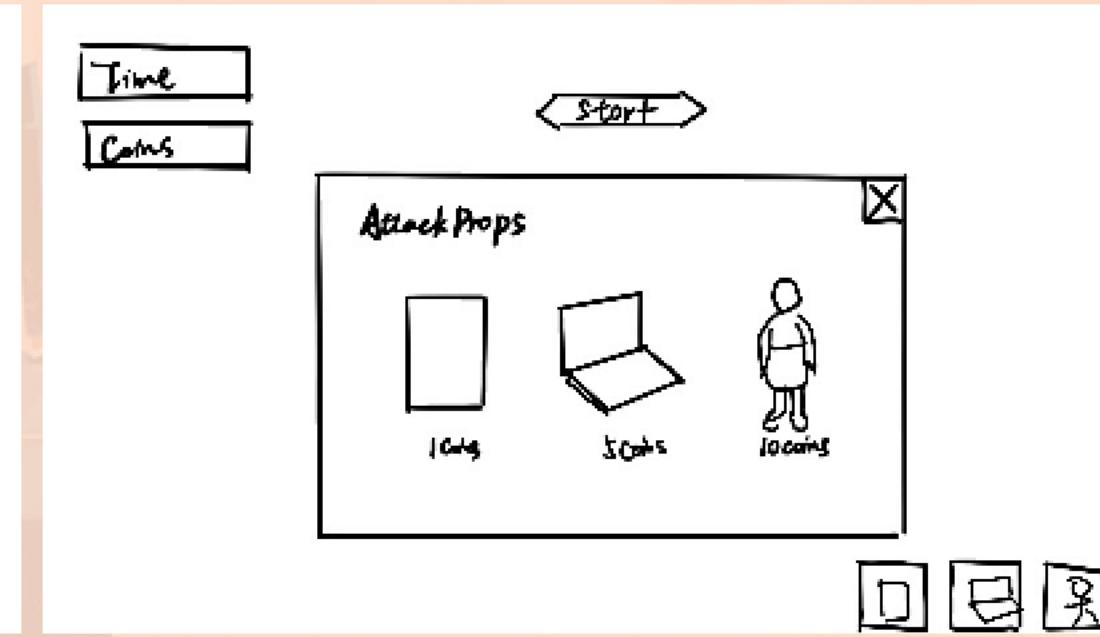
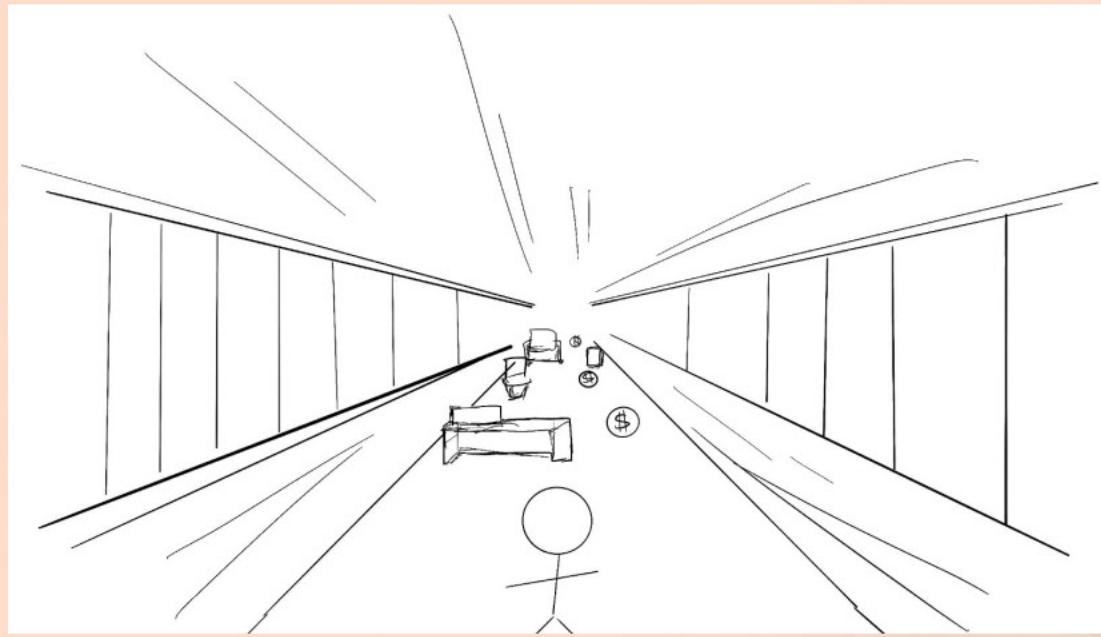
Have nothing to do



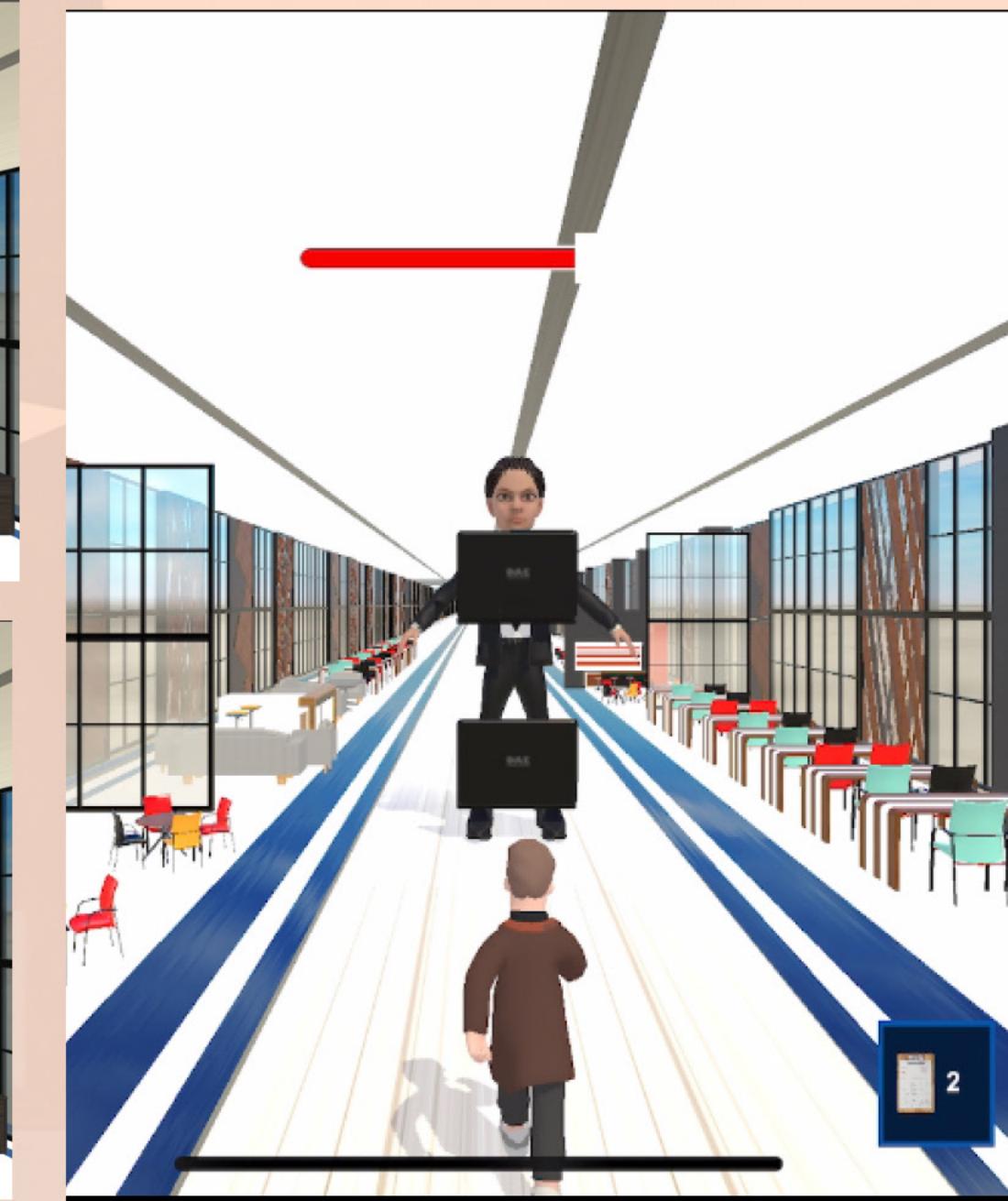
Work over time

# SCENE DESIGN

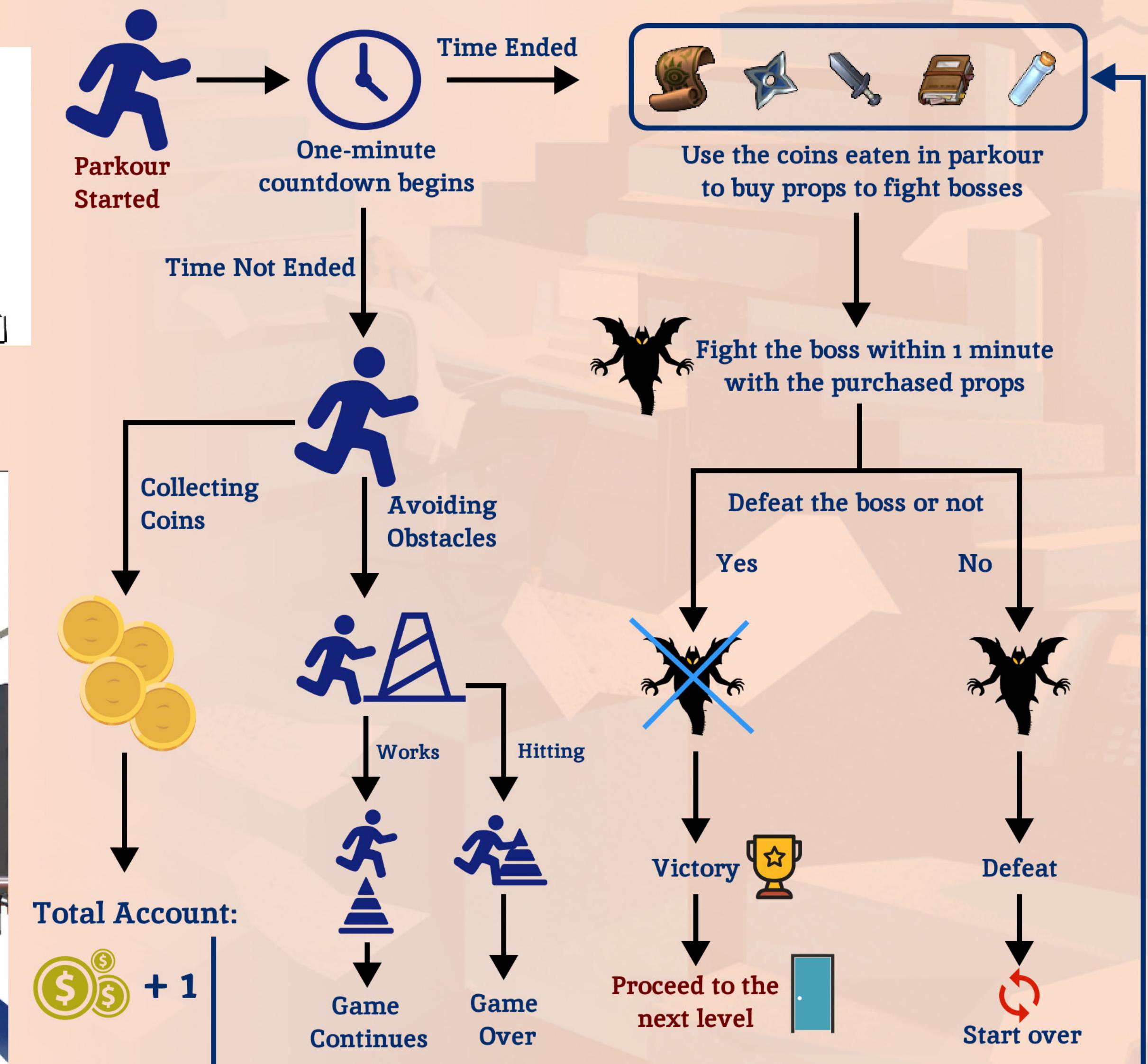
## Sketch Design



## Unity Design



# GAME FLOW

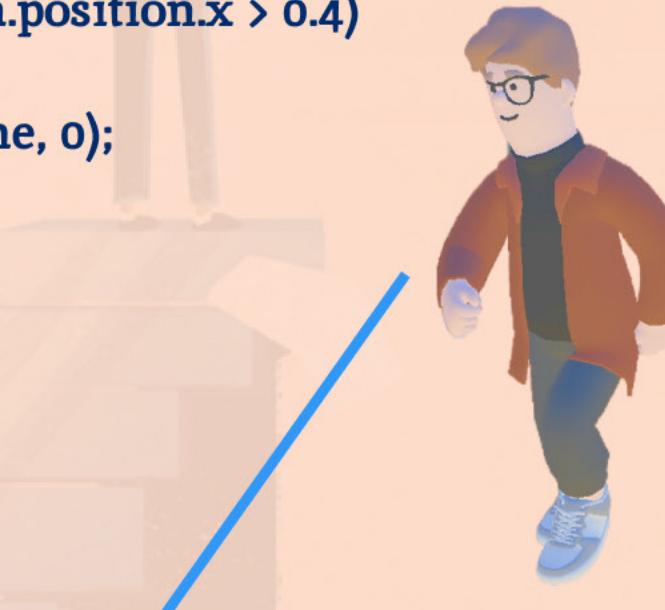


# MAKING PROCESS

## Player Controller

```
float x = Input.GetAxis("Horizontal");
transform.Translate(x * Trunspeed * Time.deltaTime, 0, speed * Time.deltaTime);
if (transform.position.x < -4.77 || transform.position.x > 0.4)
{
    transform.Translate(0, -10 * Time.deltaTime, 0);

}
if (transform.position.y < -20)
{
    Time.timeScale = 0;
}
```



## Coins Calculate

```
void OnTriggerEnter(Collider other)
{
if (other.tag == "Coin")
{
    Coins++;
    Coinsnumber.text = "Coins: " + Coins.ToString();
    Destroy(other.gameObject, 0.01f);
}
```



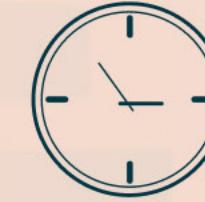
## Barrier

```
void OnTriggerEnter(Collider other)
{
if (other.name == "Player")
{
    Time.timeScale = 0;
}
```



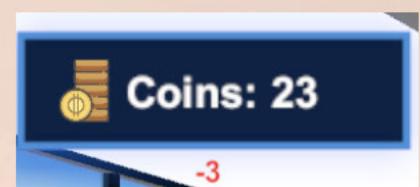
## Timer

```
IEnumerator onTimer()
{
    i = 60;
    while(i>=0)
    {
        yield return new WaitForSeconds(1.0f);
        TimeShow.text = "Remain: " + i.ToString()+"s";
        i--;
    }
    Props.SetActive(true);
}
```

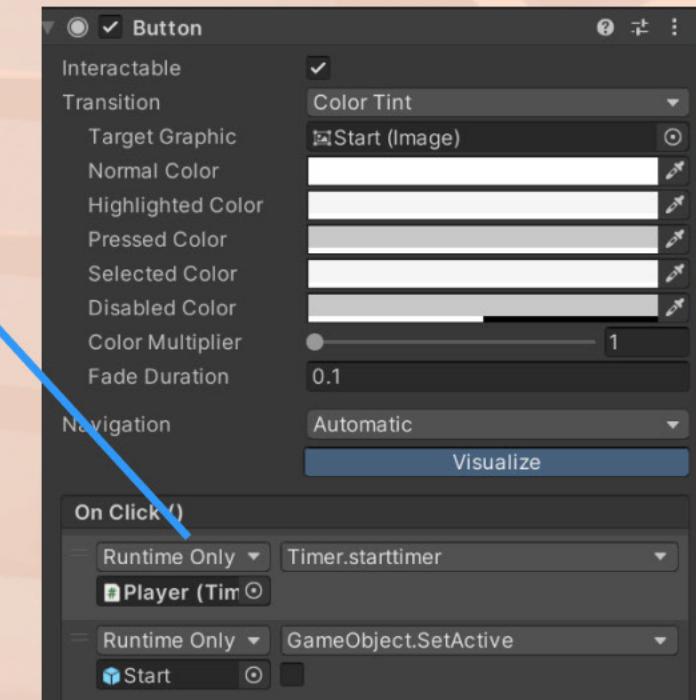


## Props System

```
public void PurchaseProps()      Buy props
{
    if (Player.P.Coins - price >= 0)
    {
        Player.P.Coins = Player.P.Coins - price;
        Coinstext.text = "Coins: " + Player.P.Coins.ToString();
    }
}
```



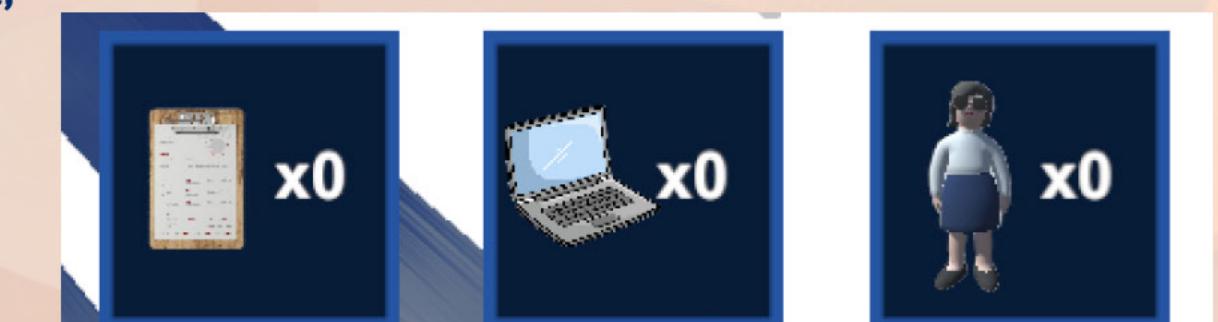
```
public void starttimer()
{
    StartCoroutine(onTimer());
    Time.timeScale = 1;
}
public void Restarttimer()
{
    StopAllCoroutines();
}
}   Stop timer
```



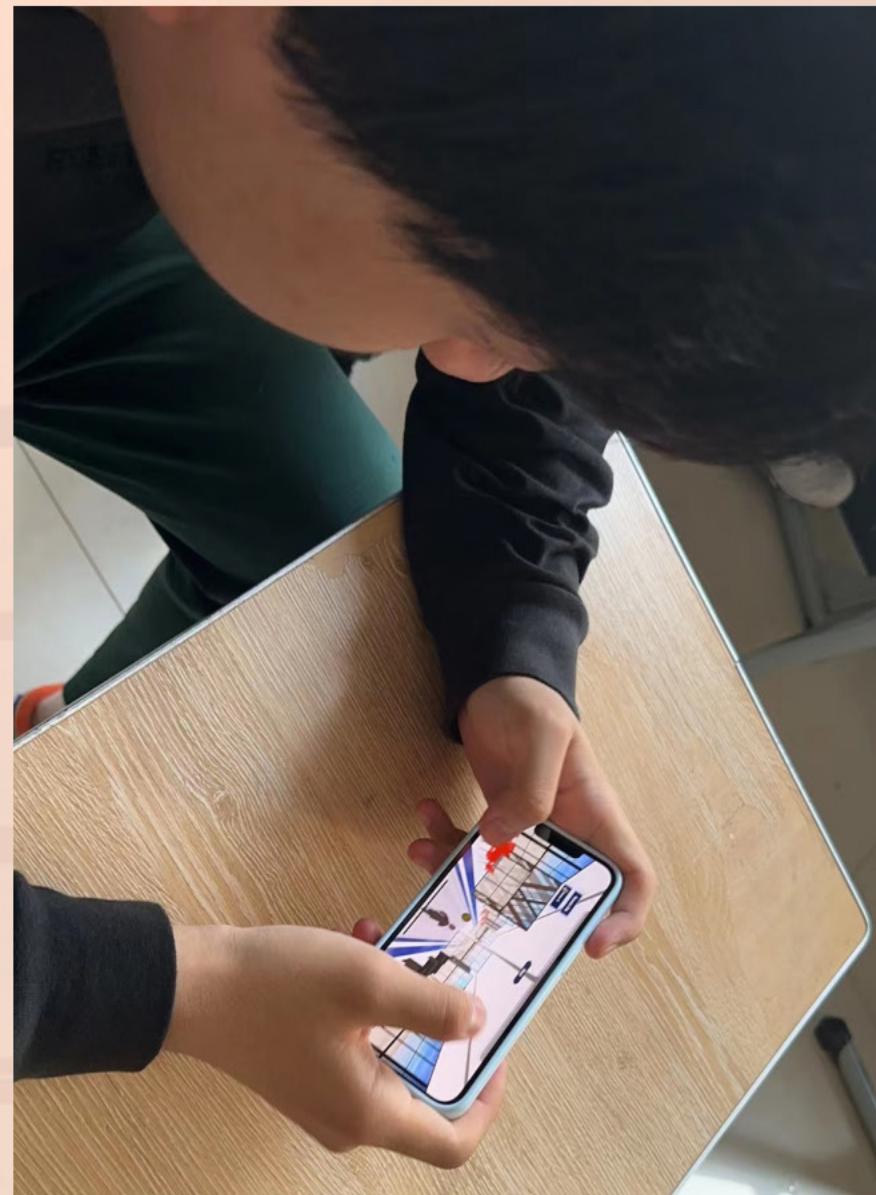
```
public void Throwtool1()      Attack boss
{
    Time.timeScale = 1;
    GameObject clone = Instantiate(Props,
targetPosition.transform.position,
targetPosition.transform.rotation);
clone.GetComponent<Rigidbody>().AddForce(targetPosition.transform.forward * pushForce);
Destroy(clone.gameObject, 3.0f);
}
```

```
private void OnBtAddnum(int num)
{
switch (num)
{
case 1:
Client++;
Clienttxt.text = "x" + Client.ToString();
break;
case 2:
Folder++;
Foldertxt.text = "x" + Folder.ToString();
break;
case 3:
Laptop++;
Laptoptxt.text = "x" + Laptop.ToString();
break;
}
}
```

Props bag



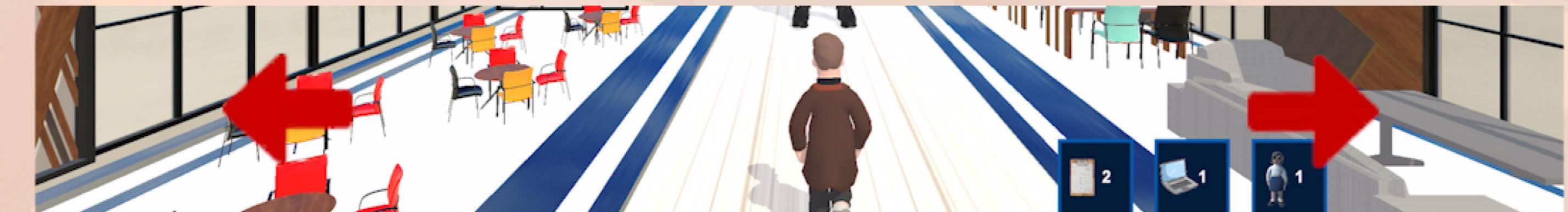
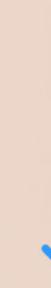
# USERTEST



# FEEDBACK

1. Most players feedback that the control area for the left and right buttons is too small.
2. The average number of replay attempts by players is too high and the difficulty is too difficult.

## Modification



# SCREENSHOTS

