Forms of Out of Control:

* Controls
* Randomness
* Lack of controls?
* **Subverted expectations**
* Something going crazy
* Level that morphs
* Mental insanity
* Powerlessness
* **Normal activity except for a twist**
* You are a big monster
* **Physics shenanigans**
* Normal actions intervened by force of nature
* Difficult controls?
* Taking “out of control” literally
* Game leads up to a pun
* **Funny**
* **Weird controls**

Experience:

**The player is given a simple set of tasks, but how they must be done are unexpected and difficult.**

Power fantasy as a big monster destroying lots of people and stuff

**The player follows the life of someone who’s life is out of control and does wacky things**

A crazy person sees things that aren’t real and the world shifts around them

Horror experience where the big enemy surprises the player at every turn

Player must make it to a goal while random things happen

**Cooking game where natural disasters get in the way of perfection**

Dungeon game where the player must account for moments of powerlessness

Walking pack of dogs and they drag the player around

Puzzle (?) where random things make parts of the player’s plan impossible

Single room game where player manages something that’s falling apart

Pitch:

A series of minigames that follows the quick collapse of someone’s daily life. Each minigame is simple, funny, and is maybe frustrating. The game will use humor and these events to talk about not feeling in control of life.

Rough Script:

1. The player wakes up and must turn off an alarm clock next to them
2. The player drives and then runs into traffic (cutscene?)
3. The player must type a sentence on the screen where the keys are incorrect and move around
4. The player drives home from work and must jump over the traffic this time (cutscene?)
5. The player must make soup in a pot, but it’s hard
6. The player tries to watch TV but they can’t grab the remote
7. The player tries managing their checkbook but papers fly everywhere
8. The player gets involved in a drug deal to make money
9. Dream/nightmare where the player is playing golf with friends at drug deal (top-down) (**POLISH**)
10. The player can’t sleep because they were in a drug deal
11. #1 again
12. Big moment of revelation
13. Credits while driving, game ends when they run into traffic (cutscene?)

Mechanics:

* Key inputs that change
  + Mouse clicks to on-screen keyboard
* Control a hand on-screen
  + Head-on view of objects
  + Pick up and drag things
    - Clock: move hand down onto clock
    - Cooking: manipulate objects on screen
    - TV: try to click on remote
    - Checkbook: Click papers as they fall, arm blocks papers
    - Drug Deal: Open bag and pull out cocaine
    - Sleep: Pull string to turn off light
  + Stuff that gets on the player’s hand stays there for the rest of the game
* Click in time to stop power meters for golf
  + Meters don’t actually do anything. They are in a nightmare?
* Scrolling text segments

Character:

Unnamed – Age 30-35. Melancholy, confused, and distraught. Having fully entered adulthood, he finds himself disappointed in the reality of life. This upsets him since he was expecting to have full agency over his life at this point, and so he is feeling like he’s falling behind society. He’s at odds with himself over what he should do to change his situation.

Arc Type: Positive Change

Good or Bad: They start in a bad place and it gets worse before it ends good

Lie: They can’t keep up with the Jones’, and believe that they should be in a better place

Want: More money to buy happiness

Truth: Money can’t buy happiness, but happiness and content comes from within

Ghost: They stayed behind because of some choices, and the people they know moved forward without him

Truth reveal?: When the player can’t sleep after a drug deal

Change?: They realize that drug dealing, even though they get a lot of money, doesn’t make them happy

In-depth Script:

Scene 1:

“…zzz…”

*BUZZ BUZZ BUZZ*

“Ugh. Guess it’s time to get up for work.”

The player wakes up after hearing beeping. The game looks straight on to a clock on a night stand. The player must move the hand following the cursor to turn it off. When they press the button, the clock falls apart.

Scene 2 (cutscene):

“Time for my daily commute.”

A camera follows a car driving along a 2D road from a side view. After a little while, they drive into a stopped car and bump off it.

“Of course, how could I forget traffic.”

Scene 3:

The player is placed in front of a monitor and a messed up keyboard. The monitor has a sentence that needs to be typed out on it. The sentence is “I really love my job.” Using the keyboard puts unintelligible keys on the screen instead.

(From a text bubble off-screen) “I want this document done PRONTO!”

“Yes sir, I’ll have it done.”

…

“What’s wrong with our equipment today?”

Once the player completes the word “love”, the sentence and keyboard have a little shuffle animation. After the shuffle, the sentence says, “I really hate this place” and the keys are different. A teapot kettle sound begins to grow louder, and when it’s pretty audible, the scene cuts away.

Scene 4:

A camera quickly shows a car stuck in the middle of dense traffic for a few seconds. Some cars are stacked on top of each other.

“Leaving work is my favorite part of the day.”

Scene 5:

“I’m starving, I need to make something to eat.”

There’s a can (ramen?), a pot, a bowl, and a spoon on a countertop. The player must pour the contents of the can into the pot, mix it with the spoon, and then pour it into the bowl. All the objects are physics-based, so how it moves depends on where it’s picked up from. The player will most likely fail.

Scene 6:

“I wonder what’s on TV now.”

The player is looking down at a small table with a TV remote on it. The remote constantly tries to escape from the player’s hand. Once they pick up the remote and turn the TV on, they are called by their friend.

“Hey, we’ve got a new job for us. Want in?”

“Sure, give me a bit though and I’ll be over.”

Scene 7:

“I’ve been trying to manage my finances recently, but it hasn’t been going well.”

There’s a checkbook and a basket in the scene. The checkbook is spewing papers out, and the player must grab the papers that they can and place them into the correct basket.

Scene 8:

“Recently, I’ve been trying some…different methods.”

The player is looking at a duffel bag on a table. When they unzip it, there are bags of white powder they must take out and place on the table. When they empty the bag, money and guns are placed on the table and they must put those into the bag. The player can hear crying, gunshots, and sirens in the background.

Scene 9 (**POLISH)**:

Scene 10:

“I thought this would bring me more happiness, but I feel like I have even less control over my life now.”

The player is looking at a ceiling fan in bed. They pull on a string on a lamp to turn off a light.

Scene 11:

*BUZZ BUZZ BUZZ*

“What am I doing to myself? This isn’t what I wanted…”

The player wakes up to their broken alarm clock buzzing. There’s white powder on the nightstand, and when they press the button, there’s white powder on their hand.

Scene 12:

The car is shown back on the road, heading towards work again.

“Even though I will be able to quit my job soon, I don’t feel any happier.”

“From now on, I need to take charge of my own life!”

“It will be hard, but as long as I face my problems as they arrive, I should be able to be happy.”

The car begins to slow down to a stop. Smoke begins coming out from beneath the hood.

“Shi…”

Cut to credits