**Stand Off-ice**

Interest: Low

Challenges: Large amounts of Background art, Script writing

# Section I - Game Overview

## Game Concept

A point and click adventure where player takes control of a simple office worker and gets into all forms of hijinks.

## Design History

## Feature Set

* Follow the branching path story. Become employee of the month or push your boss down the stairs.
* Fully voiced and narrated by the illustrious Gregory VanKampen
* Funny jokes haha

## Genre

Point and Click

## Target Audience

Casual

## Game Flow Summary

The game will have a hard transition method. You click on a door or hallway to move to it. The screen then transitions into that room.

## Look and Feel

The game will have a silly and simple art style. The game will feel, for a lack of better words, stupid.