# ☕ Game Title: *"Office Boy"*

**🎯 Core Concept**

You play as a frantic intern in an open-plan office tasked with delivering hot coffee to coworkers before it spills or gets cold. Navigate obstacles, manage cup stability, and keep your coworkers caffeinated to rack up points within a limited time.

**🕹️ Core Gameplay Loop**

1. **Start** at the coffee station and pick up a cup (Spill Meter = 0%).
2. **Click-to-move** navigation:
   * Player **clicks 1–4 tiles at a time** to move toward a delivery target. (Grid based line drawing).
   * **Longer moves** cause more spill buildup but are faster.
3. **Avoid obstacles** (moving coworkers, objects) or suffer spill penalties.
4. Use the **“Steady” button** above the character to reduce the spill meter (cooldown-based).
5. Reach the correct desk and **deliver the coffee**:
   * Success and score depend on spill level.
   * Too much spill = failed delivery, point penalty.
6. Repeat until time runs out (e.g., 60-second rounds).

**🧪 Mechanics Breakdown**

* **Spill Meter**:
  + Increases per tile moved, number of turns, speed of clicking, and obstacle proximity/collision.
  + Decreases with timely use of the *Steady* mechanic.
* **Scoring**:
  + Full cup = +10 points
  + Partially spilled = +4 points
  + Spilled completely = -5 points
* **Controls**:
  + Click-based movement in short bursts (up to 4 tiles).
  + “Steady” button clickable over the player when spill is rising.
* **Progression:**
  + A ranking system (Intern → Junior Assistant → Barista Overlord)

**🏢 Environment**

* **Open office layout**: Randomized desk positions per round.
* **Obstacles**: Moving chairs, janitors, nosy coworkers, office pets.
* **Moderate visual chaos**: Animations and sound cues emphasize movement and feedback but don’t overwhelm.

**🔊 Feedback & Immersion**

* **Audio cues**: Sloshing sounds, spill drips, cup squeaks.
* **Visuals**: Color-coded spill meter, animated cup wobble, expressive NPC reactions.
* **Tone**: Light, humorous, and slightly satirical take on office life.

**🕰️ Session Structure**

* **Timed rounds** (e.g., 60 seconds per playthrough).
* Replay value through score-chasing, increasing pace, and randomized layouts.