One-Page Design document

Contra-Hacker

Genre

Puzzle/Simulation

Game summary

You are an office worker in a large company that makes a fictional product. Your job is to administrate, where you talk to potential customers through the phone or the mail, as well as manage your personal e-mail (it wasn’t such a smart idea to mix the two, retrospectively, but you can’t change it now…) You may also have to complete some other tasks, such as printing files.

Gameplay/Game loop

The gameplay mostly consists of handling your mails throughout the day. This can be done in multiple ways such as writing a response, deleting it, sending it to another employee and reporting it. You can also get phone calls, which you will have to respond to accordingly. This work is spread out across the day. Once in a while, a mail can be a phishing mail or a phone call can be a scam. At this point, if you notice it, you should report it, which will allow you to pick the red flags that tell why the mail is a scam. Each day that passes will add more types of red flags in the mix, making it more difficult each time you pass the day. If you find a new type of red flag, you can see info on it at the end of the day. If you handle a phishing mail in the wrong way, you’ll get into trouble; depending on the type, your computer may be locked, or your money can be stolen. At that point, you’ll receive some sort of game over screen detailing what you did wrong.

## The Stanley Parable : Ultra Deluxe – Canard PCSetting and boundaries

The game is set in an office building. You spend all of your day at your desk, and don’t really have a way to move away from it. You must click on various tools to use them; click on the pc and you’ll see the pc screen. Your desk is messy, has some personal items, loose pens, paper, and more.

Some items are fiddling toys: you can interact with them if you have time to spare.

Theme(s)

The boring life of an office worker. Phishing and social engineering.

## Unique selling points

* Educational
* Funny e-mails
* Relatable feeling of being bored
* Trying to juggle around various phone messages and mails during busy hours

## Mood

The game should have a tone of realism, in terms of the characters and environment. Anything happening in game should be able to happen in real life.

## Artstyle

See picture for reference.

## Characters

In the game, the player is the main character. Other characters are corresponded with through the mail or phone. The player’s personality can be seen from the desk lay-out. They are messy and bored, but good at their job.