Q1:

Imagine you are a member of the support-orga at the SemesterGamejam 2018, just chillin’ in the Quantum, when suddenly…

[Picture of hendrik in panic}

**Hendrik:** I need your help!

The project deadline is drawing near, go check on group 11. Go my minion.

-Why don’t you look yourself?

Huh? I have far more important things to do. Kern-Orga stuff you know[eating noises]

-Go check on group 11.

H: You remember they are in the glass room 2, don’t you?

* Transition zu Karte – Raum wird gehighlighted, andre räume nicht klickbar

G2: (keine Jacken)

Laptops:

1:Laptop with Blue Screen

You see a laptop with a bluescreen(bsod). Well R.I.P.

2. PW-Eingabe für später(Passwort):

Enter Password: [InputField]

Wrong password: Wrong password – stop guessing you will never get it. HAHAHAHA

Correct password: Correct - You are either me or a genius(ME)

3.Crappy Gamejam game in Unity

You see a Laptop with a weird Unity game on it. The Log is full of Errors.

Empty beercrate: ... Don’t drink and code.

Leave:

Looks like they are not here.You should report back to master Hendrik.

Q1:

Hendrik: What do you mean they are missing?! They need to be around here somewhere. I saw them put something into one of the lockers today, so they can’t be far. Find them or you are fired.

Hendrik turns around and starts furiously discussing with another participant.

Q1:

Refrigator: There are items in it:

Take Fish.

Take Pizza.

Take Something else.

Go away.

Hendrik+Member2: Hendrik is furiously discussing with another participant. You rather not get involved with the master too much.

[When Gandalf Quest started]

Talk to them:

They are in a furious discussion. Without some serious distraction you won’t get Hendrik to let you talk with the guy in [whatever].

Oven(optional):

An oven.

With pizza: you bake the pizza – and ate it. NOM NOM NOM[Eating sounds] – It was delicious, but shouldn’t you be working? You felt the cold glare of Hendrik.

Q2:

Xbox360

A Xbox 360 console.

-Play on console:

You spend some time playing on the XBOX, but shouldn’t you get back to work

-take controllers:

You took the 2 controllers. (Just “borrowing” them)

Gollum:

A fellow support-Orga member, who gives out achievements.

-Talk: Sorry too many people want achievements, WHY couldn’t they have done that before my shift started. AHHHHHHH

-Ask about Toilet Paper[after getting toilet quest] Sorry too many people want achievements. WAIT! You want my preciousssss.

Well, well, well, I might give you some of it, but only if you solve one of my riddlessssss.

[show riddle]

What you solved it. IMPOSSSIBLE! Fine… take… it. [Zelda music] you got a toilet paper.

And now leave and never come back!

After quest finish: You don’t really want to talk to that weirdo.

HS1:

Thermosbottle of coffee:

Coffee, basically the life essence of any game developer.

Take: Hey pfoten weg von meiner ThermosKanne

Gestresste Gruppe:

When approaching you overhear them talking about some nasty git problems.

Group Member A: What have you done?!

Group Member B: No wait I can fix that merge conflict.

Group Member A: You can’t even commit correctly how can you fix this?!

Group Member C: \*Sniff\* My lifework \*Sniff\*

//Gechillter Artist – nothing to do (maybe different group)

Glas1:

P1: Totally sleep-deprived Participant

In front of you lies a totally sleep-deprived participant who writes their code in a sort of trance. And they are mumbling something:

Sleepy person: Hendrrigg + FRISCH = ZLAP / Hendrik + Fish = SLAP

//P2: Gerade aufgewacht – voll positiv – hat eig nicht so viel gemacht

HS2:

Group of 4 people standing in front of a Monitor/laptop.

Left person: OMG this game is amazing

Middle person: I am gonna getcha.

Right Person: DIEDIEDIEIDIEDIE.

Member 1: Come on guys I want to play too.

-Why are you not playing with them?

M1: Because we are short one controller

-Your teammate is looking for you.

M1: What the deadline? Well I first want to try out this game.

-Give controller

You give him the controller and he starts playing with the others. After a couple of round he leaves satisfied.

//RaumOben:

3Leute:

P1: Overeager Programmer – feature creep – dude du weißt schon das in einer Std abgabe ist....

P2: Ja also nur noch ein paar Bugfixes und wir sind fertig

P3: Ich bin nur hier für die Switch/Essen

Room before Key:

Gandalf blocking the way:

YOU SHALL NOT PASS!

-What is wrong with you?

I am waiting for my other 2 team members and won’t leave the spot until they are here.

If you want to pass, you need the find them.

-How do I recognize them?

Just like me they are wearing the crown of Kings(paper hat). Now go forth and find them.

KeyRoom:

You find a note with a locker Key

Take the key:

. You got the Locker-Key.

Toilet:

You check the stall: it is empty and on the wall the word: [word] is painted

Anonymus: Hey! This stall is occupied! But would you mind bringing me some toilet paper.

-where can I find the toilet paper?

How I am supposed to know? Ask those incompetent orga-people(leaving stalls without toilet paper HMPF)

-Give toiletPaper[having TP]:

You give him the toilet paper. He leaves the stall with a relieved face.

Locker Room:

If no key:

You see a bunch of lockers, they are all locked.

If key:

Which locker do you want to open(0-X)

Quantum

Hendrik+Member2: Blablabla important Orga stuff – blablabla I am Hendrik

Handtuch liegt in irgendnem Raum

Wenn man in Duschraum gehen will: Ansicht vor Tür, klopfen, Dialog: „kann jetzt nicht raus, brauche ein handtuch.“ -> Ihm Handtuch besorgen, dann kann man sich in der Dusche umschauen. Wenn man die Duschkabine öffnet, fällt Duschkopf runter. Kommentar Charakter „Warum ist denn jetzt da der Duschkopf runtergefallen?“

Snorlax sleeping in front of door to outside (you need Musfira to wake him up)

Alternativ: Pokeflöte, um Snorlax aufzuwecken; Duschkopf kann als Pocket Flute benutzt werden

Ende:

Wir sind Draußen( vll. Beim See) (Informatiker gehn eh nie raus)

Plottwist es gab keine Entführung. Wir haben uns in den Raum selber eingesperrt damit dieses Spiel entstehen kann.

Notizen:

Evtl. Begleiter mit dem Bullshit Dialoge entstehen, zB wenn man snorlax sieht: „Der Weg ist versperrt. Er wurde angelegt, von jenen, die tot sind…“ – „Ach Schnauze das ist bloß n schlafendes Snorlax, das sieht man doch!“

Alternativ spricht Protagonist mit sich selbst

Übermüdeter Typ in Glas1: Gibt nur unverständliche Antworten von sich, wenn man ihm Kaffee gibt: „Alter ich hab da im Gang vorhin n Snorlax gesehn. Hol mal deine Pokeflöte und wecks auf.“