

UN-Engineered!

Kyle Salitrik

Genres

Story: Comedic | Gameplay: Tycoon Builder, Educational

Intended Audience

Fans of tycoon-style and managerial games.

Platforms:

Mobile / PC

Game Summary

In this game, players are in charge of managing an engineering firm with the goal of reducing costs/increasing profits. They must achieve this goal by reducing costs, balancing work loads and managing employee happiness.

Narrative Summary

As the new Moronager of *NEXT Engineering*, you are the head honcho! In charge of everything! Your dream come true! But wait! Reality sets in and you realize that you have to answer to the higher-ups, which *really* sucks. If you don't come in on budget, you're going to get fired, so you have to make cuts where you shouldn't: the engineering and safety of your products. Hopefully, you don't skimp out on too much... People could die, you know.

Gameplay Outline

Players must fulfill contracts by selecting part suppliers for major components of their products. They must also make decisions to keep their employees happy such as scheduling overtime, hiring and firing staff, and managing safety. Budget management is the main mechanic and is primarily done by selecting suppliers for components. Choosing cheap suppliers significantly lowers the budget, but also decreases the safety and reliability of your products. If the safety lowers too much, the products will fail and everything ends in catastrophic failure.

Mechanics Breakdown

- Contract Selection
 - Players are presented with three contracts. Each contract details a timeline, budget and difficulty fulfillment.
- Cost cutting
 - Budgets are displayed constantly to the player. If the costs are above the provided budgets, then the player cannot release their products.
 - Costs may be reduced by changing suppliers and/or number of employees.
 - Each method of cost reduction comes with negative influences to employee happiness and safety.
- Employee happiness must be maintained, or else they will refuse to come in to work and make your products.
- Product safety is also constantly displayed to players. If the risk of failure is too low, the product may be released.
- Periodically, higher ups will come in to survey the engineering firm. If employee happiness or the budgets are too high, the player must lower their budgets or fire people in order to satisfy the big-wigs.

UN-Engineered! Asset List

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Asset List

- Sprites
 - Big-wigs
 - Engineers
 - Workers
 - Moronager
- Music
 - Title Music
 - Project Failure
 - Background Music - General Menu