# Premise

You get told “You’re Fired!” and that’s too much for you. Fight your way through offices, former coworkers, to get to the honcho. Survive the boss fight, get vindication, leave the company before the police show up.

# Boss Mechanics

1. Movement
   1. Slow-Medium speed
   2. Moves towards player
      1. May include loose strafe
2. Melee Attack
   1. Broad & shortrange attack
   2. Extra damage
   3. Bypass shield
3. Shooting Attack
   1. Shotgun style
      1. One row many projectiles wide
   2. Rapid fire
      1. Many projectiles in a line or waving motion
   3. Single Heavy
      1. Does extra damage
      2. Special projectile sprite
4. Death

# Player Mechanics

1. Movement
   1. Simple movement
   2. Walls, doors, other “solid” obstacles
   3. Tables, desks, other “transparent” obstacles
2. Aim
   1. Cursor
   2. Camera loose follow of cursor
3. Shoot
   1. Shoot random projectile
      1. All projectiles are mechanically identical
      2. Sprite can be randomized
   2. Projectile “tumbles” through the air
   3. Projectile always does 5 damage
4. Shield
   1. Activates for up to 1 second
   2. 5 second cooldown
   3. Provides invulnerability
   4. Player frozen while active

# Level Mechanics

1. Transfer between levels
2. Spawn coworkers
3. Exit
   1. Closed until level complete
   2. Open with transfer collision

# UI

1. Boss Health
   1. Long bar
2. Player Health
   1. Hearts
3. Shield status
   1. Battery
   2. Charge Remaining
4. Menus
   1. Pause
   2. Game over
   3. Victory
   4. Start

# Artwork

1. Boss
   1. Standing
   2. Walking
   3. Attacks
      1. Shotgun
      2. Rapid-fire
      3. Single shot
      4. Melee
         1. Swishing effect
2. Player
   1. Standing
   2. Walking
   3. Throwing
   4. Damaged
3. UI
   1. Boss health
   2. Player health
   3. Player shield
   4. Menu buttons
4. Projectiles
   1. Stapler
   2. Mug
   3. Telephone
   4. Folder
   5. Envelope
5. Environment
   1. Walls
   2. Tables/desks
   3. Background
6. Coworkers
   1. Standing
   2. Walking
   3. Throwing

# Audio

1. Music
   1. Boss fight
   2. Fight (small)
   3. Elevator
2. Attacks
   1. Boss
   2. Player
   3. Enemy
3. Feedback
   1. Boss damaged
   2. Player damaged
   3. Enemy damaged
   4. Wall collision
4. Narration
   1. Boss intro
   2. Player intro