The Genuine CornHacks Experience

**[Game Start]**

**9:00 AM - Time: 0**

It’s the day of CornHacks, and you’ve gotten yourself pre-registered for the festivities; you recall there’s free breakfast served to participants. Do you want to go to CornHacks?

1. Yes
2. no

**If** yes:

You go to CornHacks. **[Start CH]**

**If** no:

You look through the events outlined on the brochure, and you mull over your options for this weekend. It looks like there are going to be some workshops, which will likely increase your skill level should you choose to work in the computing industry. Free meals too, and naturally there will be opportunities to network with both peers and prominent industry leaders. Are you sure you want to skip it?

1. Yes
2. no

**If** yes:

You decide to stay home, you play some video games, watch some netflix, and have a decent time, but it feels rather empty. THE END. (does not increment NG+)

**If** no:

We’re glad you came around. **[Start CH]**

**[Start CH]**

**10:00 AM - Time: 1**

You arrive at Avery Hall. It’s really cold, but you’re happy you made the trek out here. You see a line for a breakfast buffet, but you could be using this time to brainstorm for the project. What do you do?

1. Eat Breakfast
2. Brainstorm

**If** eat breakfast:

You got some free brain fuel. [+10 Energy]

**If** brainstorm:

You try and get a head start on your project. [+5 Project Quality]

**10:00 AM (as well)**

The opening statements are made regarding the rules of Cornhacks. Since you’ve been to a hackathon before, you know that you will have an extended amount of time to create a project with a team of up to four people, and said team is mandatory for participation. The organizer specifically mentions that harassment will not be tolerated and anyone who does so will be kicked out of the CornHack. You think about asking them to be your team members, but which ones?

**Look** at the people you recognize:

Immediately, you recognize the Ultimate Coding Genius Savior of the World from his shrill voice proclaiming the fact that he seeks competent teammates. He was the one who continuously brought up practical applications and nonchalantly bragged about getting his assignments done early. You get the feeling that working with him will be taxing, as those around him are probably starting to pick up on.

**Ask** person 1 to be a teammate:

He claps your back and congratulates you for being one of the first to ask him to be on his team. You sigh. [+2 Skill] [-10 Energy]

You spot the Overworker, who is taking notes fervently as usual, despite the lack of a lecturer. You recall that he has decent skill, but you did spot him passed out in the middle of an exam once. He seems to be very serious about putting 110% into his work, literally.

**Ask** person 2 to be a teammate:

The Overworker looks up, frustrated at first, but the perking up as you ask him to be your teammate. [+10 Project Quality]

Speaking of passing out, the Night Owl is hanging around the back corner of the room. He looks to be half-asleep. He is one of your close friends however, and you are privy to his unusual sleep schedule--you know he can work hard, but for some reason it doesn’t kick in during the regular work hours.

**Ask** person 3 to be a teammate:

You prod the Night Owl on his shoulder to wake him. He sees you and nods, returning to his nap. [At midnight you will gain +3 Skill]

The Coffee Guy is sitting next to the Night Owl. You never really liked the Coffee Guy, but he seems to be a decent enough person, with a normal amount of skill for a CS major. Just a little too much fervor on the caffeine front, even by your standards. He totes around a large thermos of coffee though, and he isn’t shy about sharing it.

**Ask** person 4 to be a teammate:

You sit next to the Coffee Guy and he cheerfully greets you before asking if you have a team yet. You say “welcome aboard” and he bounces a little in his seat before offering you his newest blend.[+20 energy]

Your buddy the Slap-Bros Champ is here. *Why is he here?* you wonder. He has very rudimentary interest in coding, being in the CS major mainly to appease his parents’ worries. You take a look at the brochure displaying the CornHacks schedule and you spot it; a Slap-Bros tournament at the end of the first day. It’s likely he is only here to take part in that.

**Ask** person 5 to be a teammate:

The Slap-Bros Champ turns to look at you, and attempts to greet you in Japanese. You cringe internally, then ask if he wants to be in your team. He refuses until you acquiesce and call him your “nakama.” [Their skill in Slap-Bros is unparalleled]

The Gopher is busily running around outside, helping the volunteers with setting up. He has always been very eager to help, and has a low amount of skill but is usually willing to do any legwork to make up for his lack of contribution.

**Ask** person 6 to be a teammate:

The Gopher takes a break from the errands, and remembers he still doesn’t have a team. He gratefully accepts your offer. [They will get meals for you]

Someone entered last minute. You don’t recall ever seeing him anywhere before, but he gives you the heebie-jeebies.

**Ask** person 7 to be a teammate [Only available in new game+]:

**[Start Work Period]**

**11:00 AM - Time: 2**

After settling on a team and listening to the opening words, you can begin working. There is also a workshop going on, titled “Like, Comment, and Smash That Merge Button” led by Spritaly, a company that specializes in ecommerce. What do you want to do?

1. Work
2. Harass
3. Attend Workshop
4. You gain some potential button based ideas for your project. [+1 Skill]
5. (Overworker is in team) The presenter recognizes one of your teammates. “You’ve been taking the hard road for too long friend. Here, take this.” He hands your team an Easy Button. [Easy Button added to inventory]

**12:00 PM - Time: 3**

You return to your work room. The other teams are already chattering excitedly about their ideas. (if gopher on team) The gopher delivers lunch to you [+10 energy]

1. Work
2. Harass
3. (no gopher) Go to lunch
   1. You get a nice and filling lunch [+10 energy]

**1:00 PM - Time: 4**

You return to your work room. Your teammates want to try and discuss the project with the other teams. What do you want to do?

Another team seems willing to discuss their project with you, this could be a good learning experience.

1. Work
2. Harass
3. Discuss
   1. You gain some ideas from the discussion [+1 skill]

**2:00 PM - Time: 5**

Another workshop is about to take place, this time conducted by Buildabend, a construction project management software company. It is titled, “How a simple Chrome extension can make you a better gamer.” How will you spend this time?

1. Work
2. Harass
3. Discuss
   1. You learn some information about developing extensions [+1 skill]
   2. (if you don’t have coffee guy) You notice that one of the students seems to be especially engaged with the project, they are holding two cups of coffee in their hands.
   3. (if you have coffee guy) Your coffee addicted teammate seems especially engaged with the presentation and applied it to the project. [+5 game quality]

**3:00 PM - Time: 6**

Some volunteers are around and seem eager to help you.

1. Work
2. Harass
3. Accept Help
   1. They teach you some skills and help with your work on the project [+1 skill] [+5 project quality]

**4:00 PM - Time: 7**

There is a workshop called “From Me to We” that is about to start, led by XD Astrolade, an online broker used to trade stocks, plan for retirement, and investment.

1. Work
2. Harass
3. Go to workshop
   1. You learn some new ways to work with your team [+1 skill]
   2. (if no genius savior) You notice that one of the students seem very annoyed by this presentation and starts shouting about how they shouldn’t have to work with idiots, they are promptly escorted out.
   3. (if you have the coding genius on your team) Your coding genius teammate is enraged by this workshop and starts shouting about how he shouldn’t have to work with incapable people, he is promptly escorted out of the building. It's a relief he is no longer on your team [+20 energy] but it is a shame he is not going to be able to help with your project anymore [-2 skill]

**5:00 PM - Time: 8**

It’s dinner time!

(if you have gopher) The gopher gets dinner for you. [+10 energy]

1. Work
2. Harass
3. (no gopher) Get dinner
   1. You got some free dinner, nothing beats pizza and soup! [+10 energy]

**6:00 PM - Time: 9**

A fellow team wants to compare their project to yours. This could be a good learning experience. If you have a superior product so far it may motivate your team.

1. Work
2. Harass
3. Compare Projects
   1. You gain some ideas from looking at their project [+1 Skill]
   2. (if project quality >= 20)
   3. (project quality < 20) They seem to be farther along with their project, your team feels like they are not making significant progress, demotivating them [-10 energy]

**7:00 PM - Time: 10**

One of the systems in your project is turning out to be far more complex than you thought it would be, it will give you some time to rest if you give up on it.

1. Work
2. Harass
3. Give up on system
   1. You give up on the system and spend the hour relaxing. The lack of the system limits what you can do for your project, however. [+20 energy] [-5 product quality]

**8:00 PM - Time: 11**

You see the CORNHACKS corn suit man outside the room.

1. Work
2. Harass
3. Hang out with corn suit man.
   1. You feel re-energized after stretching with this legendary individual. [+10 energy]

**9:00 PM - Time: 12**

The Slap Bros. Tournament is about to begin. Will you participate? (if you have easy button) You think you could use the easy button as a controller for the tournament.

1. Work
2. Harass
3. Participate
   1. You do pretty well and end up earning second place, the slap bros guy getting first. [+10 energy]
   2. (if you have slap bros guy on your team) Thankfully the slap bros guy is on your team, and he shares the Gift Card of the Amazonians with you. [Gain Gift Card]
4. (if you have easy button) Participate using the easy button
   1. By mashing on the easy button you crush all your competition with ease. Unfortunately the easy button is destroyed in the process. [Gain Gift Card] [+10 energy] [Lose Easy Button]

**10:00 PM - Time: 13**

(if project quality < 30) Your team is discouraged by the lack of progress they have made so far. [-10 energy]

(otherwise) Your team seems happy with the progress made so far.

1. Work
2. Harass

**11:00 PM - Time: 14**

The same team from earlier seeks to compare their project with you again. They seem to be pretty far along with their project.

1. Work
2. Harass
3. Compare projects
   1. You learn from their mostly finished product [+1 skill]
   2. (project quality >= 40) Your project seems to be more developed that theirs, motivating your team. [+10 energy]
   3. (project quality < 40) Your project isn’t nearly as far along as theirs, your team feels unsure if they can create a quality product [-10 energy]

**12:00 AM - Time: 15**

(if strange device and dan on team) [You get to decide flavor text]

1. Dan pulls you towards the Faculty Room. Strangely, you feel compelled to follow him despite not having much justification for doing so. **[Eldritch Storyline]**

(otherwise) It is midnight, the night owl seems fully ready to work [+3 skill]

1. Work
2. Harass

**1:00 AM - Time: 16**

It’s getting late and you are getting tired. [-5 energy]

1. Work
2. Harass

**2:00 AM - Time: 17**

You start to doubt whether it is worth it to continue working. [-5 energy]

1. Work
2. Harass

**3:00 AM - Time: 18**

It’s 3 AM, the most haunted hour. As is CornHacks tradition, a ghost rises from the depths of Avery Hall.

(if you have amazonian gift card) Continuing with CornHacks tradition, you bribe the ghost using your amazonian gift card. They help out with your project and teach you about boo-leans [+1 Skill] [+5 Project quality]

(if you have no gift card but you have night owl) The night owl, at full power, punches the ghost away, stopping them from interfering with the project.

(no night owl, no gift card) The ghost haunts your project, which has the potential to be inspirational--unfortunately, you aren’t making a horror game. [-10 project quality]

1. Work
2. Harass

**4:00 AM - Time: 19**

You struggle to keep yourself awake. [-5 energy]

1. Work
2. Harass

**5:00 AM - Time: 20**

You are tired, but feel determined to make it through the night. [-5 energy]

1. Work
2. Harass

**6:00 AM - Time: 21**

It is almost morning time. It is almost over. [-5 energy]

1. Work
2. Harass

**7:00 AM - Time: 22**

A volunteer has shown up early and offers to help your group.

1. Work
2. Harass
3. Accept Help
   1. [+1 Skill] [+10 Project quality]

**8:00 AM - Time: 23**

(if you have gopher) The gopher gets breakfast for the group [+10 energy]

(otherwise) Breakfast is about to be served.

1. Work
2. Harass
3. Get Breakfast
   1. You get a nice, delicious, and free breakfast. [+10 energy]

**9:00 AM - Time: 24**

This is the final hour, it is almost time to turn in your product. (if energy < 30) You wish your group could work as hard as possible in the final hour but they simply do not have the energy.

1. Work
2. Harass
3. (if energy >=30) Work into MAXIMUM OVERDRIVE
   1. Using the last of your saved up energy you work extremely hard and make massive progress on your project. [-30 energy] [+20 Product Quality]

**(its over at this point)**

**10:00 AM - Time: 25**

It’s time for the awards ceremony, and you and your team wait for the announcements. You feel like you’ve put your best foot forward with this project, and regardless of how you did in the actual project, you know you’ve learned a lot about the process of planning, creating, fine-tuning, and debugging a program you created from scratch. You look around at your team members and recall the lessons on teamwork that you’d learned from working with people you usually don’t work with.

The awards are read out and you discover that your team has

(if project quality >= 100) managed to win FIRST PLACE! Your team rejoices and you get your Not-tendo Switch as a prize. Afterwards a strange individual with a cloak hands you a strange device. You have truly done excellently in this challenge. Your project will go down as one of the greatest in CornHacks history, BEST END. **[Strange Device Legacy]**

(if Project quality < 100 and > 90) won second place! Your team is very happy with this result and everyone gets their GPS 1080P HD wi-fi-enabled drones. Afterwards a strange individual with a cloak hands you a strange device. You have truly done well, but there is potential to do even better. **[Strange Device Legacy]** THE END

(if project quality < 90 and > 80) won third place! Your team is rather pleased with this result and everyone gets their Bose Soundlink II speakers. Afterwards a strange individual with a cloak hands you a strange device. You’re pretty good, but it is possible to do even better. **[Strange Device Legacy]** THE END

(if project quality < 80 and > 40) not placed in the top 3, but you have gained a valuable experience in creating a product. Perhaps these skills will allow you to thrive in life and the next cornhack. END

(if project quality < 40) failed to deliver a product whatsoever, oops.

**[Eldritch Storyline]**

**?:?? PM**

There is a distinctly chilling aura in the Faculty Room. You remember going down this hallway before, but you never felt this sensation. It felt as if the room itself was stretching before you, but by sight alone you would never have been able to tell it had done so. It was just a feeling wasn’t it? Just a feeling…

Dan was walking behind you.

1. Keep walking
2. Stop

Whenever you felt like stopping, he would keep going, to the point of almost bumping into you, and you would instinctively try to distance yourself from how physically close you were to this… being. [Keep walking]

Whoever he is--*what*ever he is, Dan does not feel very normal at all right now. You start to feel unease, walking down this hallway. Hallway? Since when did the Faculty Room have a hallway?

Dan is still behind you.

1. Keep walking

As you walk, you try to pay more attention to the hallway around you, to see if you could figure out where on Earth you are, but you can’t seem to recall any details you try to focus on.

1. Keep walking

The walls start to melt away.

1. All you can do is walk

“We’re here.”

The voice that sounded like Dan’s seemed to hold a finality to it. You turn around, but you don’t see Dan anywhere. Your other teammates stared straight ahead, glassy-eyed. No matter how much you try to shake them, you can’t get them to respond to you. The door to your left swung open.

1. Go through the door

Dan was already inside, standing in the center of the room. The deep green splotches on the walls completely saturated your vision. The ground felt like it would give way if you set foot anywhere you shouldn’t. Suffice it to say you should not try to step outside now that you have come in.

Your other teammates have taken their positions.

1. Take your place as an offering

1. (if you have an easy button) You pull out the easy button, mashing it as hard as you can. The chanting stops, replaced by a blood-curdling scream of horror. The easy button absorbs what used to be Dan, and you pop back out the other side of the Faculty Room door. Harrowed by the events of tonight, you decide to head home and call to see about arranging appointments with a therapist.

The next day, you and your two teammates submitted the Easy Button, which you remembered had saved you the night before. Upon explanation, you received the second place prize, and you were sent home to tend to your newfound paranoia. The Faculty Room was shut down indefinitely for “renovations.” **[Survival]**

1. (if you have Coffee Guy) You spot the thermos of Coffee Guy’s special blend, and chug down what little remained of it to give yourself the strength to tackle Dan. Succeeding, your teammates snapped out of it, and you desperately yelled at them to help you take him down. You beat the unliving daylights out of Dan, and are teleported out of the Faculty Hallway before promptly passing out.

When you come to, you notice that it is well past noon the next day. What’s more, you appear to be in a hospital. It looks like you went through quite the experience, but at least you’ve saved all three of your teammates. Thank goodness Dan managed to turn something in, earning you all a second place prize. **[Survival]**

1. The strange device that you had received at the last Cornhacks blazed with eldritch fire as a strange voice whispered in your head to aim it at Dan and press a button on the device. As you did, the strange device disintegrated Dan, before dragging the resulting wreckage and energy back into the device. The fire from the device consumed your body and mortality in a blaze of light, and you ceased to be something even remotely human.

Your new ascendent self, perhaps a newborn god, perhaps something else, reached back through time with its new self. At the Cornhacks so long ago, you disguise yourself in human form and gift the strange device to your younger self, as well as whisper in your ear during your confrontation with Dan. With this completed and your ascension assured in all timelines and all realities, you travel out into the universe, where other gods lie in wait. **[Ascension]**

1. You have nothing in your arsenal to help you conquer this abomination. Helpless to escape the clutches of the sacrificial circle, you are absorbed into the mass of hands before you. **[Death by Dan]**

GENERAL ACTIONS

* Working:
  + You spend the hour making progress on your project. [+(5 + skill) product quality]
* Harass:
  + Fed up with your product you start harassing your fellow students, despite the MLH policies. You are almost immediately kicked out of the competition. THE END.
* Running out of energy
  + (otherwise) You feel exhausted, you are out of energy. You go home and get a good night's sleep before returning to have your project judged. ( go to 10AM ending)

General display for most hours (should go on most things)

* Energy
* Project quality
* Skill
* Time