Final Project

**Game Design Concept and Pitch**

**Warehouse**

The working title for the game is Warehouse. The player becomes a warehouse worker and attempts to advance in the company without being driven crazy. The target audience would most likely be people who have worked in a warehouse, or those who are intrigued by the idea, at least high school age and older. In the game, the player picks a starting point, whether packing, picking, stowing, or inventory quality control. From there, depending on what the player chooses, decides if the character advances, or if the player acquires too many “insanity points,” the game is ended with the character being taken to a behavioral health facility. The feel of the game should be a cross between a social simulation game and action-adventure.

**Concept statement**

Congratulations! You’ve just been hired to work at a billion-dollar warehouse. See if you have what it takes to make it up in the company without losing your mind.

**Genre(s)**

RPG primarily. Possibly include other types of play nested in the game.

**Target audience**

The target audience is anyone who has ever worked in a warehouse or other job where the expectations are untenable, and the people in charge are out of touch with reality. Desired ESRB would probably be Teen.

**Unique Selling Points**

What makes this game unique is that it has many scenarios that are based off actual experiences of warehouse employees.

**Product Design**

**Player Experience and Game POV**

The player is a warehouse worker that has been hired. The goal is to make it up in levels in order to gain rank and earn more money, but in this case, we’re more concerned about gaining experience points and advancing through the levels before acquiring too many “insanity points.”The fantasy is simply to have fun solving puzzles, and interacting with the insanity that happens at a warehouse. Primarily, the emotion that the player should feel is amusement, and possibly shock.

**Visual and Audio Style**

For the exiting “losing” cut scene, I picture the player character being escorted away in a straight jacket to an ambulance that leaves the building.

**Game World Fiction**

You start out in the pick mod, where inventory is gathered in totes to be sent to the pack departments. You must get your pick cart and gather the materials while avoiding the “safety monitors/area manager.”

**Monetization**

I’m thinking of just having a free version but sell ad space, especially if a mobile model can be designed.

**Platform(s), Technology, and Scope (brief)**

Eventually, in 3D. Though, the beginning draft is 2D. The language would probably be Python, but more than likely determined by the game engine—probably Godot.

*[PC or mobile? Table or phone? 2D or 3D? Unity or Javascript? How long to make, and how big a team?*

*How long to first-playable? How long to complete the game? Major risks?]*

**Core Loops**

Detailed & Game Systems Design

To be determined.

*[How do game objects and the player’s actions form loops? Why is this engaging? How does this support player goals? What emergent results do you expect/hope to see? If F2P, where are the monetization points? ]*

**Objectives and Progression**

The basic features of the game include (This will vary by level.):

* The player-character and the ability to gather inventory.
* The ability to gather things and gain experience points.
* A running variable of Insanity Points ( or health) that the player must keep from going too high (or keep health from getting to 0.)
* An Experience Point log that when you attain a certain level, you get to move up a level in the game.
* The ability to go to the onsite nurse (aka AmCare – obviously, to be renamed) to re-gain health points/lower insanity points.

Objects Needed:

* Tote
* Tray
* Box
* Pick Cart
* Inventory

For Level 1, insanity scenes would randomly generate in the pick mod as you’re trying to gather inventory, which gets you XP. Kind of like a combination a maze the player has to go through, but can also try to avoid hazards.

Example of Insanity Scenes:

A drawing of a person on a skateboard

Description automatically generatedA close-up of a logo

Description automatically generated

CENSORED