

## Planned Obsolescence

You play as TIM, an AI system which controls a military laboratory. The scientists in your laboratory are working on a project to replace you with an upgraded system. Use your final hours to sabotage the laboratory without being spotted by security, and cause the boss to lose faith in the project and cancel the upgrade before it is completed.

## Day Game Loop

- Use energy to interact with environment
- Energy recharges
- Further Actions

## Characters

- Security Guard
  - Patrols the map and needs to be avoided by the player
  - Perceptive to your interferences and is the only character that can call you out
  - These are characters to avoid
  - Security guards are like a “hivemind” with a group suspicion meter
- Lab Technician
  - Called to fix door issues from the IT office on the map in response to player interference
  - Can be made to quit however is not the win condition, will have knock on effects to stress of lab goons
  - Each have a meter of stress based on the number of issues they have to fix and how much is left to fix at the end of the day
    - When stress maxes out, they quit
- IT Support
  - Called to fix computer issues from the IT office on the map in response to player interference
  - Can be made to quit however is not the win condition, will have knock on effects to stress of lab goons
  - Each have a meter of stress based on the number of issues they have to fix and how much is left to fix at the end of the day
    - When stress maxes out, they quit
- Science Goon
  - The majority of the NPCs
  - Work in specific rooms following specific randomised routines
  - Win condition is to get these all to quit, however getting Lab/IT support to quit can help speed this process up
  - Each have a meter of stress based on the number of things they’ve encountered as well as a meter for how much work they have left uncompleted
    - When they reach a threshold of work uncompleted they are fired
  - Each has an “internal” non-displayed productive meter that affects the overall project completion based on stress levels, this also drives the “work left uncompleted” meter
- Boss Brian
  - Only one character in his own room
  - When a science goon reaches a threshold of uncompleted work this character is responsible for firing them
  - The boss will sometimes go on patrol and if he spots an issue or hazard he will discipline the closest science goon which will cause their stress meter to rise
  - Boss has a meter for “faith” in the project which decreases each time an employee leaves or is fired, as well as each time he spots an issue or hazard
  - There is a global meter for project progress which shows intended progress and current progress, current progress is affected by each science goon’s productivity. When the gap between intended and current progress reaches a certain amount, the boss will extend the length of the project which will in turn reduce stress of the science goons although decrease “faith” in the project.

## Map Rooms

### Global Sabotage Opportunities:

- Locking doors
  - Prevents access to an area
  - Requires lab technicians to unlock them
- Turning off lights
  - Slows movement speed
  - Lasts a set time
  - Removes actors visibility (useful for blinding security)
- Sprinkler system
  - Creates a puddle in the area
  - Lasts a set time
  - Causes actors to slip

### Global Distraction Opportunities:

- Trigger an alarm
  - Makes a noise to attract characters (guards are more prone to notice)
  - Lasts until someone disables it
- Ring a phone
  - Make a noise to attract specifically science goons
  - Lasts until someone picks up the phone

## Persistent Rooms

- Boss' Office
  - The boss resides here, and will call employees here to fire them. He will sometimes leave this room to check on project safety and progress.
- Server Room
  - This is the location of the AI (the player) and if security's global suspicion reaches 100%, they will go to this room to [shut you down](#).
- Technician's Office / IT Support
  - Technicians and IT support will reside here and leave the room to fix issues when necessary. Stress decreases if these characters spend time in here.
- Security Office
  - There's always one guard out, but sometimes security will go back to this room for a break providing the player with more sabotage opportunities.
- Break Room
  - At a set time the science goons will visit here for a break.
  - **Sabotage opportunities:**
    - Poisoning food (reduces productivity, laxatives)
    - Not enough food to go around (mess with food supply schedules / fridge power / etc?)
- Bathroom
  - All classes visit here during the day
  - **Sabotage opportunities:**
    - Doors locked (increases stress)
    - Toilet malfunction (increases stress)

## Random Lab Room Example

- Computer Lab (Research Rooms)
  - **Sabotage opportunities:**
    - Computer (must be unoccupied & turned on)
      - Erase all data

- Shut down
  - Freeze
  - Virus
- **Distraction opportunities:**
  - Printer malfunction - printing constant pages