

# Office Politics

50.033 Game Design and Development

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ID	Name	Primary Role	Secondary Role
1005485	Wang Siyang	Lead Prefab Designer	Programmer
1005344	Jolin Teo Hui Lynn	Lead Artist	
1005515	Tao Sihan	Lead Level Designer	
1005006	Lee Eharh Natthan	Lead Sound Designer	Artist
1005407	Emmanuel J Lopez	Lead Game Architect	Prefab Designer
1005285	Joshua Ng Tze Wee	Lead Gameplay Designer	Programmer

## Role Descriptions

### Artist

Responsible for art direction, sprite art, colour correction.

### Game Architect

Responsible for code, software architecture decisions.

### Gameplay Designer

Responsible for gameplay mechanics, storyline, game balancing.

### Level Designer

Responsible for map design, lighting, location of items, mobs.

### Prefab Designer

Responsible for Prefab animation, collision, physics.

### Sound Designer

Responsible for production of SFX clips, music, mastering and creation of mood and tension via audio.

# Introduction

Congratulations on your new internship! Unfortunately, the Job Description was a lie. Ha ha.

Office Politics is a single ~~player~~ intern top-down 2D action game where you'll try to get through each day no matter what your bosses **throw** at you. Complete the **Tasks**, dodge the **Arrows**, and don't let work pile up... or you might get stressed out!

## Background Study

### Similar Games and Inspiration

#### Archer0

Archer0 is a top-down bullet hell roguelite mobile game. The player controls the Hero to move by using only directional inputs, and to attack by letting go of the screen. In our game, the Player does not attack, but instead focuses on dodging arrows. We want to emulate the simple controls and level design, so we can introduce other tasks for the Player to do and make difficulty scalable.

However, Archer0's health and skill economy are a big source of frustration. Lower skilled players may get badly damaged in a level and enter the next one with low health, instead of starting from scratch. Also, to get stronger, it requires luck to obtain good skills like "+1 arrow per shot". The game is designed to make the Player die more quickly, which is good enough for a game meant to be played casually on commute or while waiting in a queue.

For Office Politics, each run is meant to last longer, with progression as a result of the Player's actual skill, and with fun due to the different tasks in each level, modifiers and random events. Being one-shot from death at the start is not what we want, so Office Politics resets your **Stress** (HP) for each new **Task**.

#### Overcooked

Overcooked is a top-down cooperative cooking game where players have to serve dishes within a time limit. Each level has a chaotic environment filled with obstacles that hinder the player's movement, hindering their cooking progress.

In Office Politics, we included objectives that the player needs to complete, much like the food orders that need to be served in Overcooked.

## Life Experience

A lot of the levels are inspired by dramatised versions of non-relevant busywork we did as interns.

Unlike many roguelikes, real-life and gamified interns can't attack anyone in the workplace because, being the lowest ranking employee, they need to respect their colleagues. Hence, the game focuses on dodging and completing work to escape each level.

We also wanted to reinterpret and question the motivations behind our initial design for the arrow dodging mechanic. Arrows in the workplace aren't always bad, sometimes they are just necessary work.

# Motivation

## Main Core Drives (Octalysis)

### Core Drive #1: Development/Accomplishment

- With each level, the difficulty of the game increases and more tasks are introduced to the players. When players beat the newer difficulty, they get a sense of accomplishment.
- They can earn achievements upon finishing the challenges, such as completing without getting hit at all.
  - This will be shown at the end of the game in their LinkedIn page (Main Menu).
- At the end of the gameplay, we will calculate the number of achievements that the player has gotten.
  - $\geq 0$  &  $\leq 2$  Achievements: Normie Intern
  - $\geq 3$  &  $\leq 5$  Achievements: "Cs gets Degrees" Intern
  - $\geq 6$  &  $\leq 7$  Achievements: "Why you never get A" Intern
  - All Achievements: Overachieving Star Intern

### Core Drive #2: Epic Meaning and Calling

- Everybody has been an intern or been asked to do unnecessary busywork, which allows players to easily empathise with the game storyline.
- The gamification of the reactions helps to inject a sense of humour to approach what would have been a negative memory for some people when playing the game, making it a more pleasant gaming experience.
- The similarity of updating player achievements on the starting page similar to LinkedIn also helps the player to better relate to the game, as many people in real life also strive to prettify their LinkedIn profile with achievements.

## Targeted Players and Platforms

As Office Politics is a game set in an office environment, it is targeted towards students who have had prior internship experiences, and office workers, as they would be able to relate to the scenarios in the game.

With simple controls and extensive power-ups, Office Politics represents tons of replayability for all skill levels and ages. However, the game is balanced more towards fun for casual gamers.

The game is targeting the PC platform.

# The Game

## Game Description

Office Politics is a single-player, top-down 2D action game. The game is set in an office where the Player is on a 4 day internship, so the **Player** needs to survive 4 levels of increasing difficulty to finish the game.

After selecting their ability and purchasing any power-ups, the **Player** enters each level and tries to complete all their assigned tasks within the time limit, while dodging **Arrows**.

If the **Player** gets hit by **Stress Arrows**, their **Stress** Level increases. If it was a **Job Arrow** they also have an additional random task to do. The Player must complete all their tasks to exit the level. If time runs out, the game is in **Overtime** and the **Player** takes stress damage as time passes. If the **Stress** bar is maxed out, the game ends with the **Bad Ending**. The **Player** must finish all 4 levels to reach the **Good Ending**.

## Good Ending

The **Player** receives a return offer with a grand salary that is calculated based on your performance during the internship. With more achievements you get, your salary also becomes higher.

Salary = 5000 (Base Salary) + No. of Achievements \* 500 + Total Performance Points \* 0.25

## Bad Ending

The **Player** has a mental breakdown. They are put into a straitjacket, in a padded room. The **Player** has broken the intern.

## Game Core Mechanic

The game tests the player's reflexes and ability to make quick decisions. Players must continuously evade **Arrows** while trying to complete the different **Tasks**.

Besides tactical choice and reflexes, the game also incorporates some aspects of strategy & management, as the Player will need to change their playstyle depending on which ability they chose and what consumables they have.

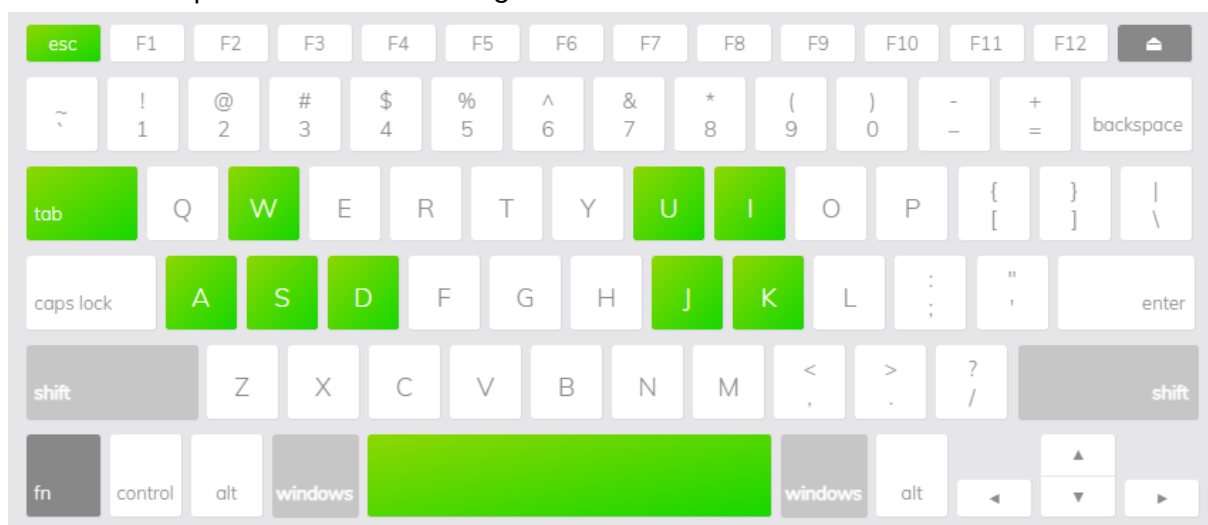


# Game Formal Elements

## Operational

Global Player Controls:

- Camera automatically follows the Player.
- **WASD** for player movement. Referred to as **Move/Strafe**
- **J** to interact with the set. Referred to as **Interact**
  - If the Player is holding an object, they cannot interact with anything except the appropriate receivable to put it down.
  - The player is not allowed to drop the item on the floor.
- **Direction + Space** to dash.
  - Moves the player in a specific direction for a set distance quickly.
  - Gives no invincibility frames, just quicker movement.
  - Is on a short cooldown (3s)
  - Referred to as **Dash**
- **Space** to parry.
  - Deflects any projectile within a set distance from the player.
  - Active for a short duration (0.6s), after which the player will be put into recovery for 4s.
  - During the active duration any arrow that enters the parry radius will also be deflected.
  - Referred to as **Parry**
- **U, I** to use the currently selected consumable in slot 1 or slot 2, respectively.
  - Referred to as **Use Consumable**
- **K** to cycle between **Consumables**
  - Referred to as **Swap Consumables**
- **Mouse 1** click to select menu buttons.
- **Tab** to view tasklist.
- **Esc** to pause and resume the game.





## Constitutive

### Rules for Runs:

- The **Player** can pause the game at any time, but they cannot save their progress.
- If the **Player** returns to the main menu or exits the game, the previous progress is lost, while achievements are retained.
- Good and Bad Endings are described above.

### Progression:

- To complete a run the player must successfully complete 4 **levels** without dying.
- The **Player** can earn achievements by completing different objectives listed. Detailed under Game Accomplishments.

### Stress:

- Any **Stress** built up during a **Level** is reset for the next **Level**.
- **Stress** can be healed using the **Kit Kat consumable**.
- If the player accumulates more than 50 **Stress** the game is over, and the player has lost.

### Dodging:

- During a **Level**, the player will have to evade arrows thrown by the **Boss**.
- Arrows will be of two main types:
  - **Job Arrows: (Yellow)**
    - The arrow will seek the player, requiring them to use their **Dash/Parry** to dodge the arrow when it is close to them.
    - If the player successfully dodges by **Dashing**, the **Arrow** is destroyed when it hits a surface.
    - If the arrow is **Parried**, it will return to the boss and the boss will be stunned for a couple of seconds, and unable to throw more arrows.
    - If the player is hit by the arrow, the quota for a random **Task** will increase.
  - **Stress Arrows: (Red)**
    - The arrow will telegraph its trajectory for 2s, targeting the players realtime position.
    - The arrow will then head in a straight line toward the player's position at the moment the telegraph finished.
    - The player can dodge the arrow by using their **Dash** or just **Moving/Strafing**, or they can choose to **Parry** the arrow, deflecting it into a wall.
    - If the player is hit by the arrow, the player's **Stress** will increase by 16 points.
  - **Fan Arrows: (Orange)**
    - Fires 3 arrows 15 degrees apart from each other toward the player.
    - The player can choose to **Dash**, **Parry**, or **Move/Strafe** the arrow similar to the **Stress Arrow**.

- If the player is hit by any of the arrows, the player's **Stress** will increase by 12 points, adding for a maximum of 36 **Stress** points per shot, if all arrows hit.
- Some **Consumables** can also be used to more effectively evade arrows.

#### General **Level** Rules:

- The **Player** spawns into the level through a door that shuts behind them.
- They can only leave through that door, ending the **Level**, once they have completed the required quota for each **Task**.
- If the player has completed the quota for a **Task**, they will not earn any more **PP** from repeated completion of the same **Task**.
- Completing the quota, earns the player a set amount of **PP**.
- If the player is still in the **Level** after the time limit has been exceeded, (either of their own volition to do extra work, or they haven't completed the required quota) their **Stress** level will steadily increase, as they enter **Overtime**.
- If the player's **Stress** reaches maximum, the player becomes **Stressed Out**, and the **Player** will lose the game and be sent to the **Bad Ending** >:).
- When the player ends the **Level**, they go home. Once they go to bed, they will wake up in the **Pantry** for the next day's **Breakfast Run**.

#### **Breakfast Run** (Between **Levels**):



- Players enter the **Breakfast Run** after completing any **Level**.
- Players can choose to use the **PP** they have accumulated from the previous **Level** to purchase any of the **Consumables**.
- **Consumables**:
  - Players can hold up to 1 of each type of **Consumable** at a time, unless they bought the **Backpack**.
  - **Consumables** can be used at any time during a **Level**.
  - **Consumable** Types:
    - KitKat: Reduces the player's **Stress** by 10 points.
    - Coffee: Speed boost for 5s
    - Adderall: Reduced cooldown on **Dash** and **Parry** for 10s
    - Super Star: Invincibility for 7s

- Any left over **PP** will be carried over to the next **Breakfast Run**.
- The Ability (**Dash/Parry**) used for the next level can be chosen in the **Breakfast Run** as well. Players will only be able to change their ability again in the next **Breakfast Run**.
- Players can also choose to purchase a **Backpack** using their **PP**.
  - The **Backpack** unlocks the use of the second **Consumable** slot for the player.
  - This is a permanent upgrade that lasts for the rest of the run

## Tutorial Area



- Teaches the **Player** about the core game mechanic of dodging and completing tasks.
- Game mechanism only taught in first level, the rest are all storylines.

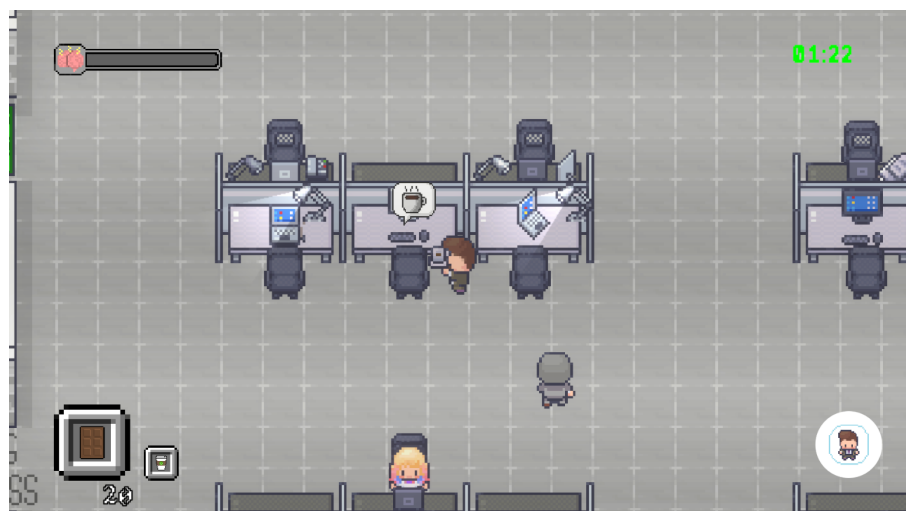
## Photocopy Task



### Objectives:

1. Collect the document from a colleague and put the document in the Printer.
2. Collect the copy from the Printer and deliver it to a colleague.

## Coffee Run Task

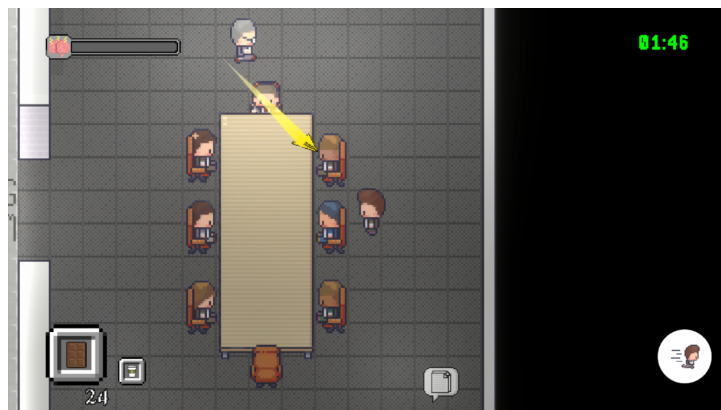


It's been a tiring day and **Player** must fetch coffee for his **colleagues** to keep everyone healthy.

### Objectives

1. Fetch coffee from the coffee machine and pass it to **colleagues** in the office.
2. Fetch tea from the tea dispenser and pass it to **colleagues** in the office.
3. Refill the coffee pot in later levels.
4. If the wrong drink is delivered the player will receive a penalty **PP** (-50PP).

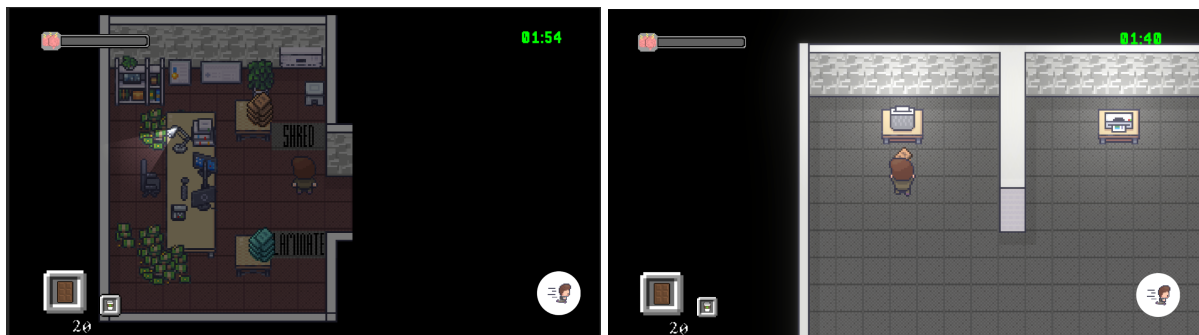
## Meeting Room Task



Objectives:

1. Prepare meeting materials.
2. Give out donuts from the pantry.

## Shred & Laminate Task



In the “Shred & Laminate” task, the **Player** must shred and laminate documents.

Objectives:

1. A “laminated” document is brown.
  - a. Take the document from the Big Boss’ office to the laminator to laminate it.
  - b. If you shred a “laminated” document, your **Stress** will increase and you will lose 50 **PP**.
2. A “shred” document is cyan.
  - a. Take the document from the Big Boss’ office to the shredder to shred it.
  - b. If you laminate a “shred” document, your stress will increase and you will lose 50 **PP**.

## Overall Tasks Summary

Task	Objective	Level 1	Level 2	Level 3	Level 4	PP
Coffee Run	Fetch Coffee from the coffee machine and pass it to colleagues in the office	1	1	0	0	100
	Fetch Tea from the coffee machine and pass it to colleagues in the office	1	1	0	0	100
	Refill the empty coffee pot	0	0	0	1	200
	Wrong drink given					-50
Photocopy	Collect a document from a colleague and photocopy it. Return the copy to the colleague.	0	0	1	1	200
Meetings	Prepare meeting materials	0	3	0	3	100
	Give out refreshments/wake up sleeping colleagues	0	2	0	2	100
	Wrong item given					-50
Shred & Laminate	Shred documents	0	0	1	1	100
	Laminate documents	0	0	1	1	100
	Wrong action on document					-50

## Game Accomplishments

To give players a sense of accomplishment, Badges are awarded after certain criteria are fulfilled.

**Slacker:** Leave work while the clock is still green for at least 1 day

**Ninja:** Get hit by zero arrow

**Sustainable Warrior:** Throw nothing into the trash for a single playthrough.

**Big Earner:** Earn 1000 PP in one day

**Workaholic:** OT 3 or more times

**Taichi Master:** Stun the boss more than 5 times

**Perfectionist:** Complete tasks without failure 10 times in a row.

**That Time I Got Reincarnated as an Intern:** Get all the achievements in a single playthrough.



# Resources and Conflicts

## Resources

### Time

Each level is 120 seconds long, represented as a clock that runs from 8am to 5pm with no breaks.

### PP

If the Player completes the Tasks before the time limit is up, they can leave early or continue doing work to earn extra PP (100PP for every extra objective). They can continue to OT for even more PP at the expense of Stress and risk of failing.

PP can be used to buy upgrade consumables from **Breakfast Run**, such as Coffee and Kit Kat (heals).

## Strategies

### Arrow Dodging

**Stress arrows** are easier to dodge with **Dash**, but are almost never parried back to the **Boss** because the **Boss** moves from its original position.

**Job Arrows** seek the **Player** out and it's better to parry them towards obstacles or walls, or stop walking momentarily and let the arrows overshoot the Player. This allows the **Player** to juke the **Arrows** better.

Both **Dash** and **Parry** abilities benefit from playing closer to the **Boss** as it's easier to juke arrows with **Dash** and you are more likely to stun the **Boss** with a parried **Arrow**.

### Cooldown management/ ability discipline

The **Player** should not blindly dash into a room, because the **Boss** might be right at the entrance and the **Player** might need the ability to dodge.

### Intentional Overtime

The player can choose to stay in the level longer after completing their quota. If the player is confident in their ability, they can choose to intentionally get hit by a **Job Arrow**, increasing their quota and allowing them to gain more **PP**. This comes at the risk of not being able to finish their quota before **Overtime** hits, resulting in them becoming **Overstressed**.

### Degenerate Strategies

There are some areas on the map with no **Bosses** as **Bosses** do not cross into other rooms. This makes early levels much easier for returning players, as they can choose to wait in a room with no **Boss** for the boss to return to patrol if they are being aggressively chased.

For the doughnut **Task**, the player can deliver all the doughnuts to the same colleague and still complete the **Task**. This results in a slightly shorter time to complete the **Task**.

# User Testing

## 1st Round of testing

### Hypothesis: Game is bug free

#### Testing Procedure

- Allow players to play the game with as little instructions as possible. This is to prevent influencing them as much as possible, which allows them to use the game objects in ways that we did not think of earlier.
- Only intervene to give instructions when player is lost
- Record bugs encountered by players

#### Outcome

- Game was relatively bug free.
- Darius enjoyed the gameplay
- Prof Nat felt that the digital clock is not as immersive, and the TaskList is hard to read

#### Additional/unforeseen results

- Ivan had no idea how to do task (i.e. the sequence of picking up item, and passing it to a person)
  - Game mechanic was poorly explained, in addition to other rules (when do you get stress, what happens when too much stress, what happens when you earn Performance points, etc)
    - Result was to create a tutorial at the start of the game run.
  - Bubbles were added, such that they only appear when something is interactable
  - Digital clock replaced with Analog clock, added icons to TaskList and icon that pops up when a job is added.

## 2nd Round of testing

### Hypothesis : Game is fun, because it is well balanced and engaging

#### Testing Procedure

- Play through all levels with varying enemy and powerup variables
- Record down player emotions after the game, and if the game is well balanced.

#### Outcome

- Levels get boring after awhile because the task is roughly the same, and each level only has one type of arrow (except for the last level)
  - Introduce a new arrow type, and allow more bosses to be played in each round. Tasks are roughly the same, but the different characteristics of the arrows forces the player to quickly context switch to the best strategy for the corresponding arrow, hence more likely to be engaging
- Most enemy weapons had sufficient powerups and abilities to counter them. However, some mechanics were not well balanced (Fan Arrow), because a fast spread out attack in a confined area was difficult to counter.
  - Increase interval between each Fan Arrow, and decrease the number of arrows shot out
  - Add sound effect (shotgun cocking sound) just before the Fan arrow is launched, so that the player has some time to use ability or make a move
  - Stop the boss at a further distance, so that the player has sufficient time to react.
- Dayana appreciated the storyline in the tutorial.
  - Previously, most people skipped past the tutorial as it was wordy.
  - The solution was to keep each line in the tutorial deliberately short while keeping in line with the storyline

#### Additional/unforeseen results

- Some bugs were still present
  - Ivan was able to abuse the tutorial by repeating the coffee tasks in it, hence entering the first level without any coffee tasks quota

- Moved the end task event from the end of dialogue to the completion of the coffee task.
- The game was stressful
  - Ivan did not like constantly being hounded by tasks.
  - Ironically, he had a strategy of constantly hiding in the Boss' Room whenever a Job Arrow is being shot.
  - However, he gave feedback that despite the stress, the constant flurry of arrows did keep him engaged throughout the game.

# Appendix

## Task Distribution

### Joshua Ng | Lead Gameplay Designer

- Game Balancing
- Entity movement and damage numbers
- Stress and Performance point mechanic

### Emmanuel Lopez | Lead Game Architect

- Create Overall Architecture (Manager Scripts & Singleton)
- Player Abilities, Movement & Consumables
- Shaders, Particle Effects & Lighting

### Wang Siyang | Lead Prefab Designer

- Create reusable gameobjects with relevant components attached
- Testing of interactions between prefabs and gameobjects
- Arrange layout of gameobjects in scenes

**Jolin Teo Hui Lyn | Lead Artist**

- Designing of sprites not available in the pack that we bought
- Animation of sprites
- UI and logo design
  - Main menu
- Bad Ending
- Assist in Level design if needed

**Nathan Ehn Lee | Lead Sound Designer**

- Create sound effects
- Create background music
- Ensure that the sound elements integrate well with the overall game design
- Assist with the design of other artistic aspects of the game

**Tao Sihan | Lead Level Designer**

- Map, level and ending scene design
- UI design
- Ensure that all level are well designed and no bugs
- Managing mobs on each level
- Did Task and UI related scripts
- Playtesting and fixing bugs

## Asset Source Documentation

- Cinemachine Camera from Unity
- Many customised assets drawn by Jolin!
- Music created by Natthan on MuseScore!
- [Boss Pathing](#)
- Sample tutorial code from [Chris' Tutorials](#) (adapted movement code)
- Dialogue Manager tutorial code from [Coco Code](#)
- Modern Office and Modern Interiors from [Limezu](#)

## Glossary

### Combat

Arrow	Enemy projectiles the player must dodge.
Boss	Enemy.
Dash	'Space' key. A momentary directional speed boost. Choose between Dash or Parry.
Interact	'J' key to interact with the environment.
Move/Strafe	'WASD' player movement on a 2D plane.
Parry	'Space' key. Parry an incoming Arrow. Choose between Dash or Parry.
Player	Our hero.

**Resources**

Pantry	Shop to buy consumables.
Consumable	One time use buffs that are used during a level.
Overtime	A status when a player stays in a level past the allotted time and takes stress tick damage.
Performance Points (PP)	A measure of how well a player performed with score multipliers and bonuses.
Stress	Health for the level.
Task	Game level/objective.