



Your happiness is our first priority :-(

Johnny

NO  
SMOKING

jungle

Jungle

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# TOTALLY ACCURATE WAREHOUSE SIMULATOR

**Genre:**

- An action job-simulator.

**Target audience:**

- Skill-honing and achieving player-type.

**Game feel:**

- Experience the joy of repetitive work.
- Dehumanizing



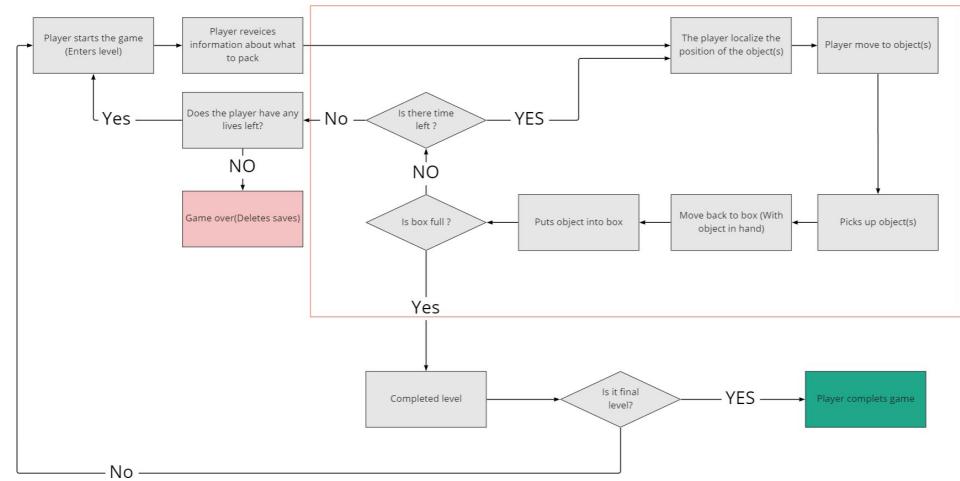
Your happiness is our first priority :-(



### In-game core loop



### Game loop





### Game features:

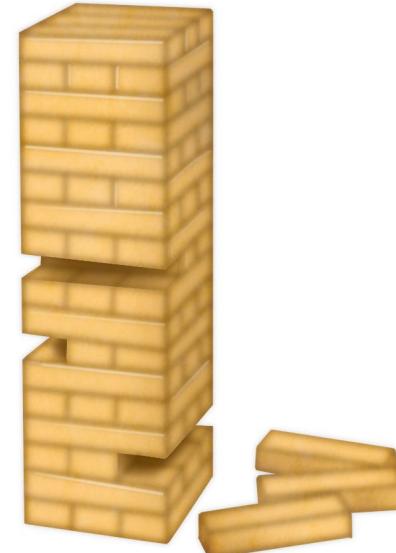
- Wonky and difficult movement.
- Physics based environment and interaction.
- Procedurally spawned obstacles.
- Interactive environment.
- Every run is different

### Game flow:

- Progression:  
Increasing difficulty every level
- Rewards:
  - You move on to next level.
  - Strive to become employee of the month.

### Feedback systems:

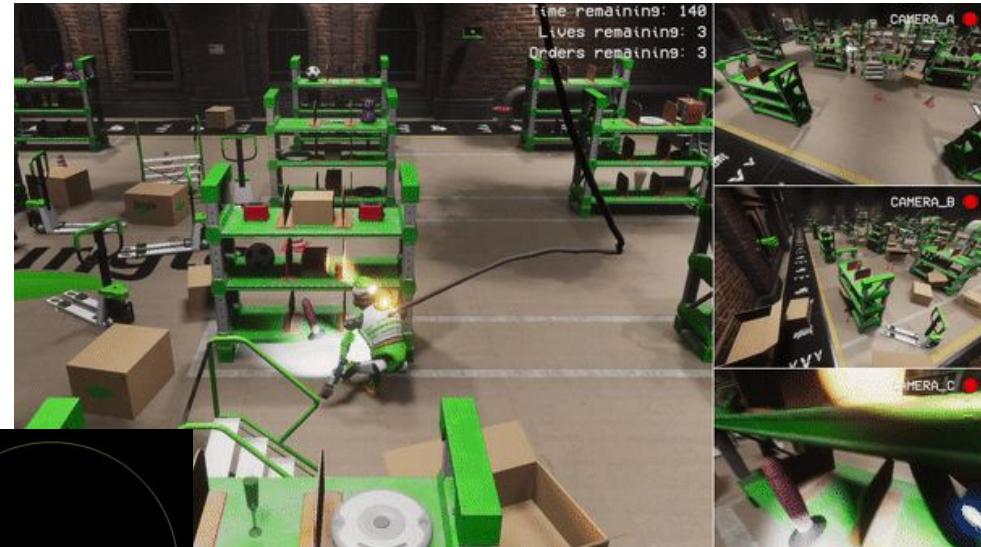
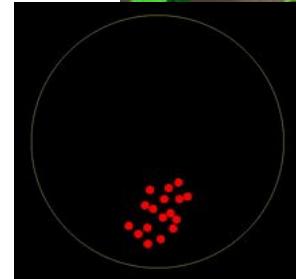
- Audio feedback from boss





### Procedural generated obstacles:

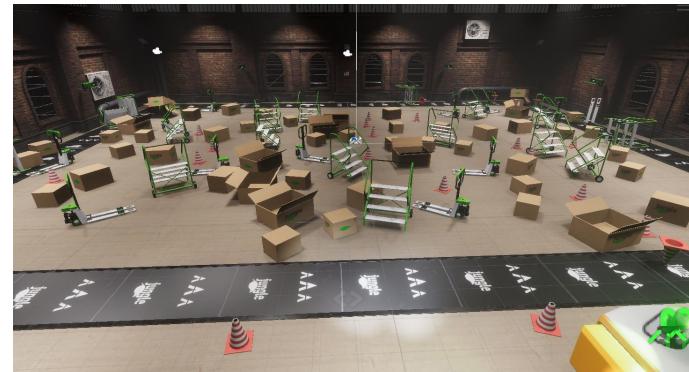
- Core of the game: movement system
- Create obstacles with PCG
- Poisson Disk Sampling
  - Pick a point within spawn area
  - Place additional point at minimum distance from current point
  - Remove invalid points
  - Repeat above until spawn area filled
  - Spawn assets at points

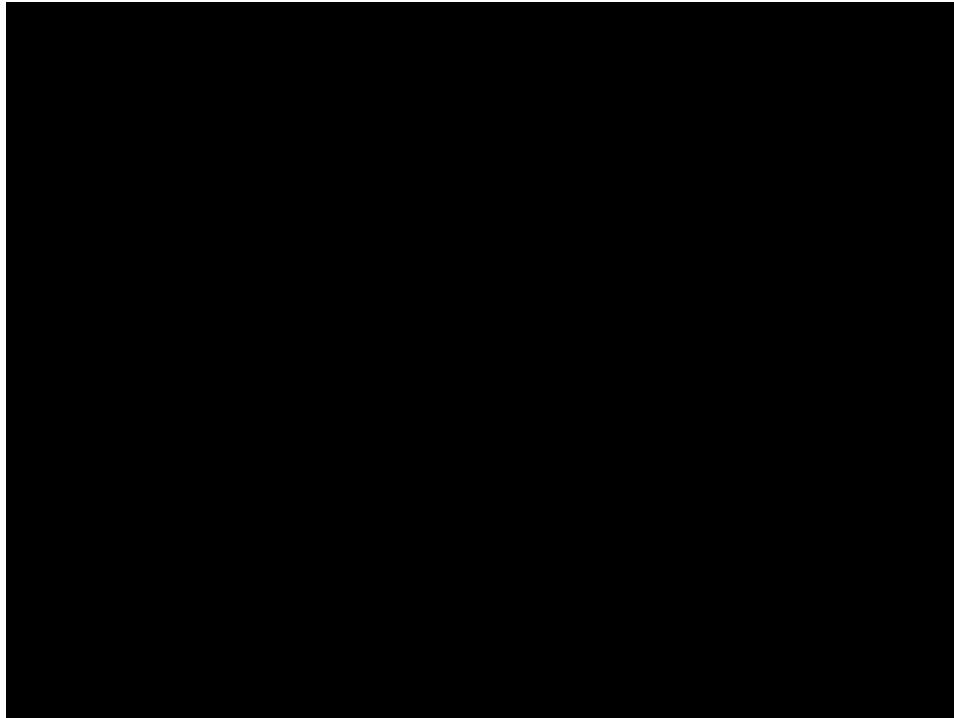




### Procedural generated obstacles.

- Different properties for different assets
- Fully configurable
- Increase difficulty
- Interaction with conveyor belt







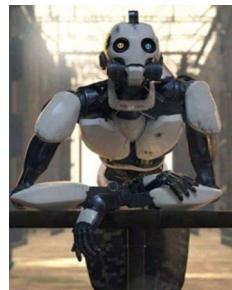
### Music:

- Elevator music ("easy listening bossa nova").
- Contrast to stressful environment.

### Audio design:

- Rhythmical machines.
- Speaker system.
  - Music + CEO comments.
  - Friendly facade, passive aggressive.
  - Several voice lines.



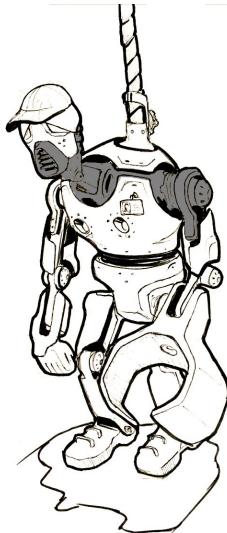


**Keywords:**  
Repetitive  
Systems  
Mundane vs. funny  
Routine



### Johnny Package (Character)

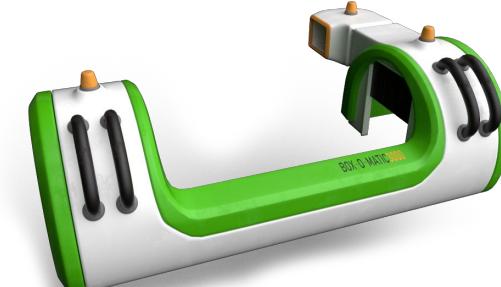
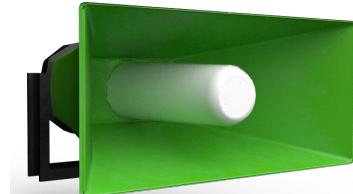
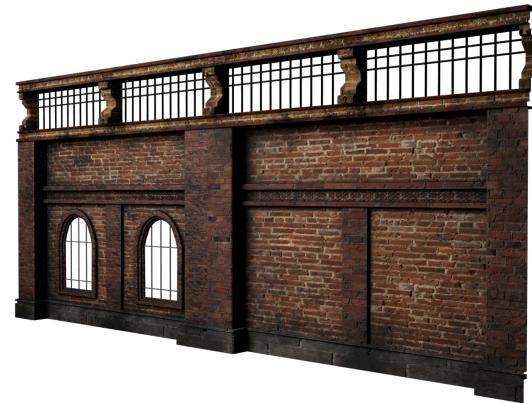
- Humanoid
- Melancholic
- Sympathetic
- Modern but malfunctioning





## Assets

- Semi realistic.
- Realistic texture.
- Non realistic shapes.
- Modern vs. old.

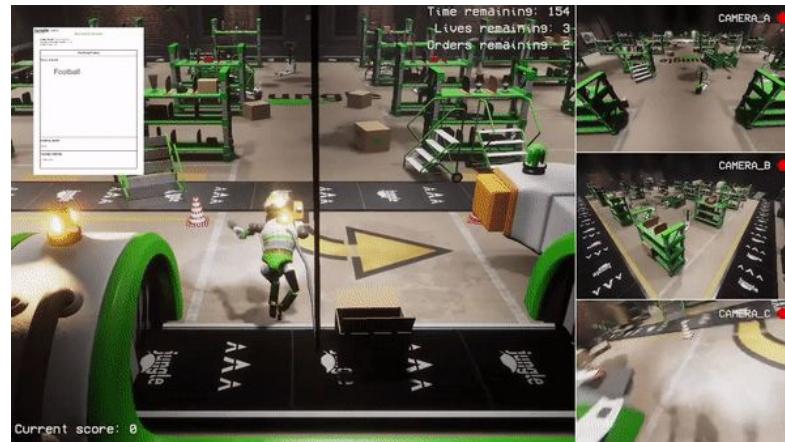




Website



Security Cameras





## Workflows:

- Communication & Feature Decisions
- Availability Indicators
- Meeting Rotations
- Building upon Feature List
- Codecks & Task Updates

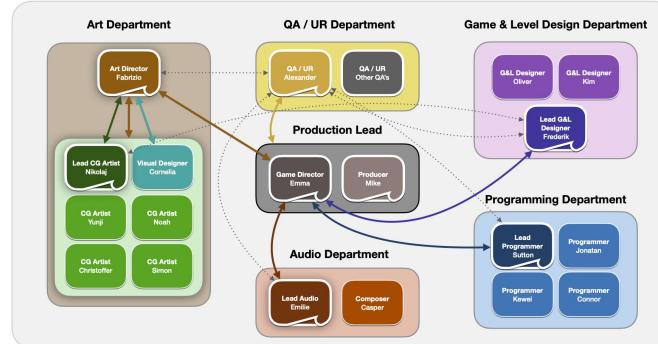
## Testing:

- Delivery of builds

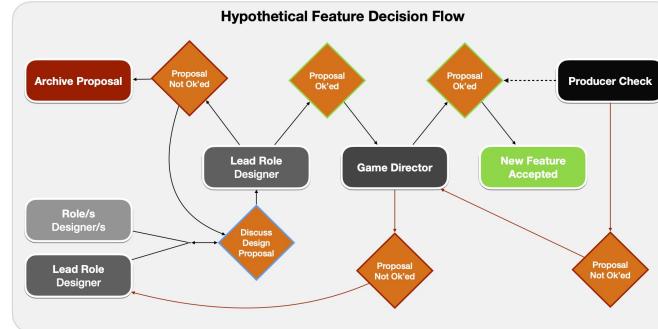
## Other:

- Copyright Issues

**Feature Co-op Between Departments // Creative Decision-Making Flowchart**



**Internal Department Flow // Creative Decision-Making Flowchart**





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