Imagination Force

Design Document for:

Meeting Room Simulator

All work and written by Dennis Dao

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Table of Contents

Game Overview

The player is thrown into an everyday situation at the office, where they must survive a meeting. However, anything can happen during the meeting and the meeting must go well. This captures elements of randomly-generated games.

FAQ

- What is this game?
  - A randomly generated game where you must survive a meeting where anything can happen.
- What will I control?
  - You control a character attending the meeting.
- The main focus?
  - Survive a meeting by managing tasks that appear as time goes.

Game Features

Gameplay and Mechanics

- Manage resources through 3 different iterative phases of the game - traveling, resting, and combat.
- A story mode and a free play mode.
- Randomly generated situations - No meeting will be the same, making it replayable.
  - Perhaps the office prankster has planned a prank? Maybe the temp is causing trouble? Or perhaps there's something going on behind the scenes in management?
- Manage tasks overtime, ensuring that they are met within a reasonable amount of time.
- Progression - users can be promoted and attend larger meetings the more meetings they can complete.

Story Mode

At your local company, you have several meetings to go through during the upcoming quarter. However, your job's on the line if meetings go poorly - the administration department's reputation and trust must be upheld!

Tasks and Events

Tasks and events will depend on the chosen difficulty and will try to bring the meeting to chaos. Some events include:
- Attendees request coffee
- Attendees suffer from IT issues
- Not everyone was prepared for the meeting
- Not everyone acts professionally

- Your input may be required
- …and even things beyond your regular office environment.

Successfully completing meetings allows level progression and unlocking bigger meetings. In free play mode, it gets more difficult to continue challenging the player.

Meeting Types

There are 3 planned meeting types, affecting the events and time length to manage during it. These types include a quick catch-up meeting, a department meeting, and an executive boardroom meeting.

- Quick Catch-Up - your coworker needs a quick catch-up on the current project
- Department Meeting - your department requests a meeting to see where everyone is at
- Boardroom Meeting - your office directors and CEO requests an all-staff meeting to address the company

Game World and Genre

Overview

The game takes place in a typical office boardroom. The game is in the following genres:

- Strategy - manage your time and tasks - can you ensure the meeting goes well?
- Simulation - this is a what-if scenario.

Camera

The player's camera will be fixed in the menu. Smooth movements are planned between certain menu transitions and the main game will use a third-person camera.

Game Engine

Unity3D will be used to handle physics and render the environment.

Maps

Overview

The boardroom will always appear the same and the player can move around in this area. The boardroom size will change depending on the size of the meeting (ie. add/remove dividers. The outer hallway, accessible by 1-3 doors, is out-of-bounds for the player and allows spawning of the generated events.

Resources

Overview

In this game, your main resource is what you have available in the meeting, yourself, and time. Coffee and other treats may be requested during the meeting. Overall patience is also a key resource during the randomly generated events to manage. Meeting attendees' patience will decrease if tasks are not being met in an efficient amount of time. Emphasis will be placed on moving your player characters near task areas to start meeting tasks.

User Interface

Overview

Like most games, the game will have an interface that the user can interact with as a graphical user interface (GUI). Including the typical main menu where users can decide to play, quit, or change some preferences, we plan to allow the user to have a helpful interface during gameplay.

- List the user's status, such as time left in the meeting and patience left
- List the amount of meeting resources available
- Change the overall tint of the screen depending on the meeting status (ex. Slowly turn to red as the meeting goes into chaos).

Audio

Overview

To add to the feel of the game, audio will be added to match the environment and the player's situation, such as:

- Different background audio depending on the menu
- Different audio during different phases (high and low patience)