**GAME DESIGN DOCUMENT**

Office Madness

# Game Analysis

Office Madness is a game designed to de stress and invent ways to complete the given task. The aim of the game is to cause as much destruction as you can before the time reaches zero. The method of destruction is up to the player and they can interact with objects around the office to cause destruction or just shoot everything.

# Mission Statement

Office Madness is an arcade, destruction simulator in which you are tasked with causing as much damage to an office that you can in as many ways as you can think of. Shoot, throw, bash and smash your way through the office to get back at your AI overlords!

# Genre

Arcade, Destruction, Simulator

# Platforms

PC

# Target Audience

Competitive people that enjoy replay value and besting their own and other’s scores. The game can be played in short sessions and uses that as a strong point for people that don’t have a lot of time to get bogged down in story and learning game mechanics. The game is generally target toward any age group but the violent tendencies may restrict the age group to young adults and up.

# Storyline & Characters

The main character is one of the last human employees at a company that is mostly run by robots as they are cheaper and work faster. Most of his human coworkers either quit or mysteriously disappeared once the robots started working. The robots complete most tasks of the day so he just spends his day doing the most mundane tasks basically pushing a few buttons and writing the most boring reports. Fed up he finally decides that this is the last day he is going to work there, and he is going to go out with a bang.

# Gameplay

## Overview of Gameplay

The main objective of the game is to destroy as many objects as you can within the time limits. The game offers high scores that allow you to keep track of how well you’ve done. Different game modes can mix up the game play a little bit such as one mode counting the objects you smash and another accumulating how much financial damage you’ve caused. The game will only be available on PC.

Features include:

* Destroyable objects
* Interacting with objects such as throwing.
* Melee weapons
* Race the clock
* High scores
* Crush AI workers

## Player Experience

You are placed in an office and are tasked with causing destruction. You can pick up objects such as hammers, chairs and mugs and use them to attack or throw them. Alternatively, use your gun to cause destruction. Breaking objects will net you points depending on what game mode you’re playing on. Your AI co workers won’t take kindly to your destruction however and will try to stop you. Taking hits from worker bots will stun you causing you to lose precious time.

## Gameplay Guidelines

* The game should feel slightly different in a run in a sense that there is enough variation in a run to be able to play again and beat the score if you have a better tactic.
* Time is precious; the controls should feel very responsive.

## Game Objectives & Rewards

The objective of the game slight varies depending on the game mode but are all similar.

### Game mode 1: Normal

In this game mode, objects are categorized into 3 different values; small, medium and large. Small objects destroyed net 10 points, medium objects net 25 and large objects net 100. This game mode rewards being able to keep your destruction going by introducing a point multiplier that continues to increment every five seconds. The multiplier will stop if destruction ceases for a certain amount of time. The time is to be determined in play testing that allows a challenge to get a high multiplier but nothing too impossible. The multiplier will be necessary to get high points.

The AI can hit you with a melee attack in this game mode which will incur a second or so penalty to movement.

\*Times and number values given in this description are for example and should be chosen during testing to allow the best balance between flow and challenge.

### Game mode 2: Financial Disaster

This game mode is similar to the Normal game mode, but the game is keeping track of the dollar value of the items you are destroying. No multiplier will be present in this game mode and the objective of the AI is to get the most expensive items and transport them out of the office.

In the end we were un able to implement game mode two, or the point system that utilizes the multiplier due to time constraints.