**Corporate Slave**

**Game Summary:**You're a corporate slave (worker) who is ordered around by his boss to do boring and repetitive tasks in an insane amount of time.  
 **Core Mechanics:**

* Brewing Coffee
* Stamp and store papers
* Sort papers and tack them down
* Clean up
* Repair things
* Copy & Scan
* Refill Paper for copy machine

**Gameplay:**You control a character in an office and your boss shouts orders from his door. You must complete the task in a given amount of time, otherwise you’ll receive a warning notice. When you collect five warnings it's game over.   
  
**Music:**Simple uplifting music.

**Art Style:**

The art will be a simplistic low poly style. Meshes will contain simple colors instead of complex textures.

