

# Run Away From BOSS

Video Link: <https://www.youtube.com/watch?v=GxTDXNdBVGw>

Itch Link: <https://halohawaii.itch.io/runfromboss>

Game Play Link: <https://www.youtube.com/watch?v=2DZ9Musm2Y0>

## Summary

This is a pixel-style and narrative 2D puzzle game. In the game, players will be ordinary employee who is trying to go home when under the heavy pressure from the Boss and the requirement to work overtime. However, will the problem be solved after he defeats his boss?

# Pixel-style

# 2D Puzzle game

Responsible for:

Game design/coding/Art

Made With



# Inspirations

Nowadays, entrepreneurs are asking their employees to work longer in order to **make more profit** for the company, while employees who are **afraid** of losing their jobs and earning more money **tolerate** it. As a result, the work of many employees is finished by a few, which has caused fewer jobs available and then a **higher unemployment rate**. It's also impossible for those employees to **balance work and life**. If employees are brave enough to **say no** to the bosses' unreasonable requirements and **defend their labor rights**, the problem might be solved.

## Work Overtime



Entrepreneurs want to make more profit.

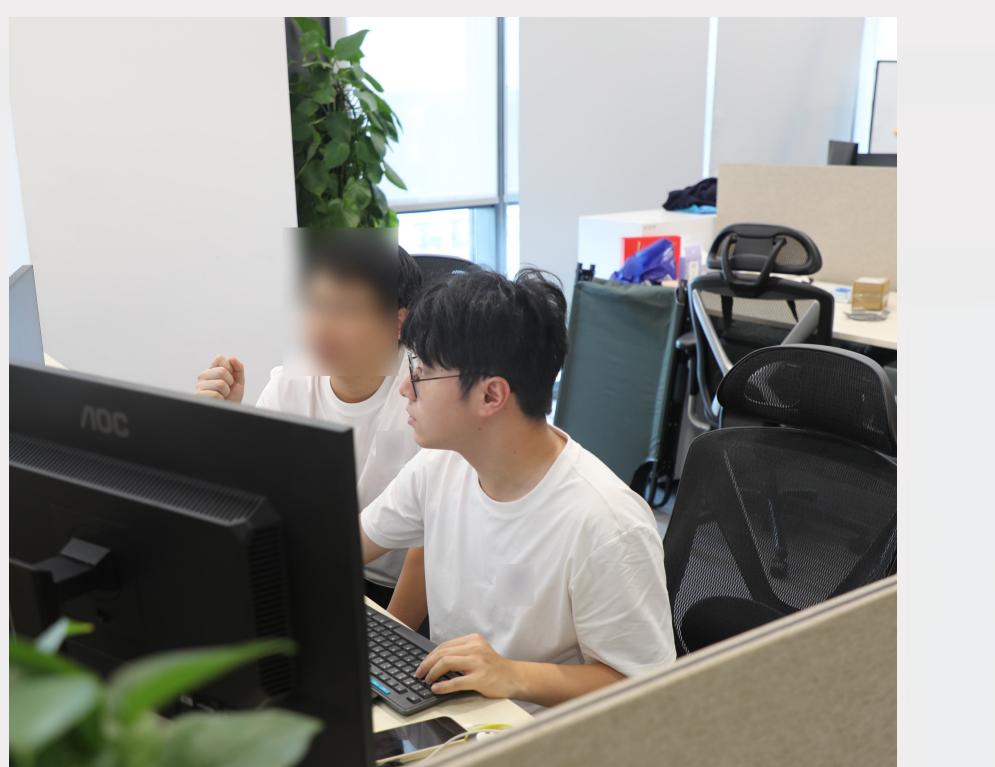
Work longer

Fewer employees are needed

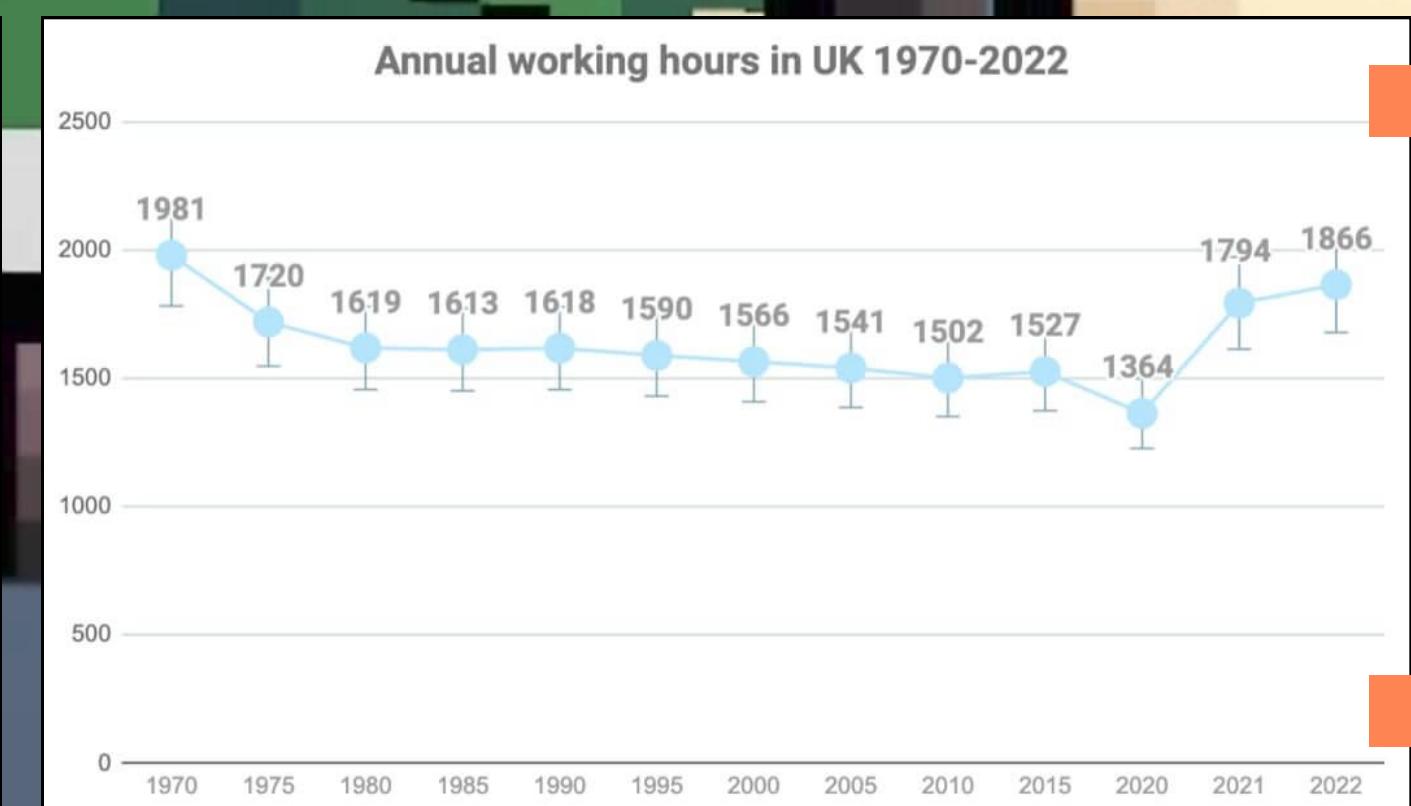
Fewer vacant jobs

Economic downturn

Increase in unemployment



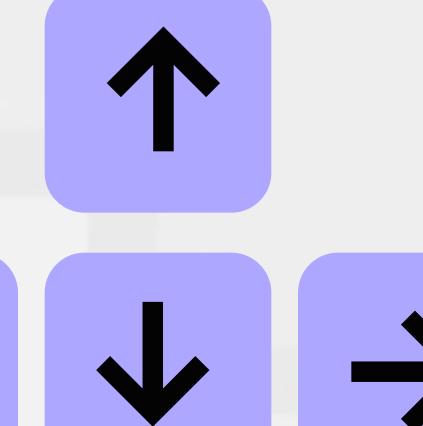
Friend asked to work overtime on Saturday



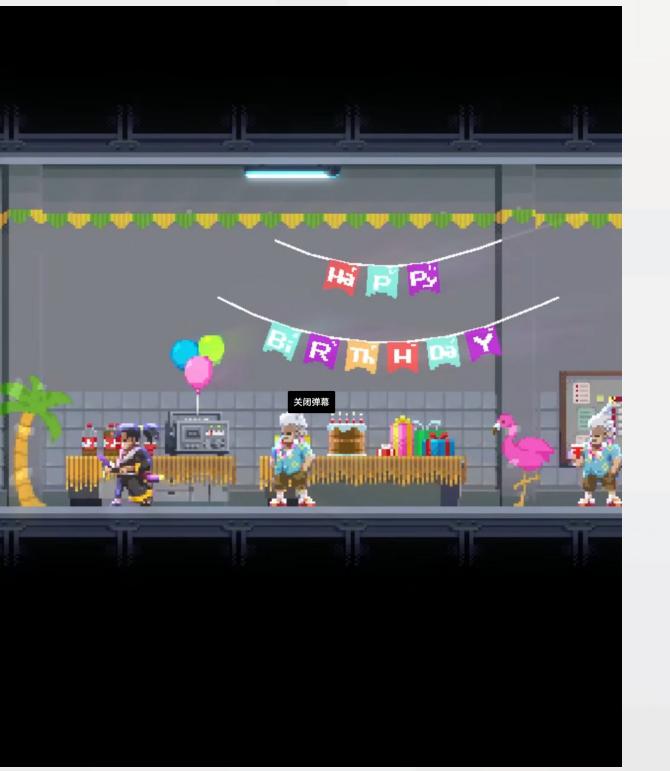
### Annual working hours in UK 1970-2022

According to clockify.me, the average weekly working hours in the UK have decreased slowly since 1970. However, surveys over the last two years have shown a **significant increase** in the number, which is close to where it was in 1970.

# Characters



## Art References

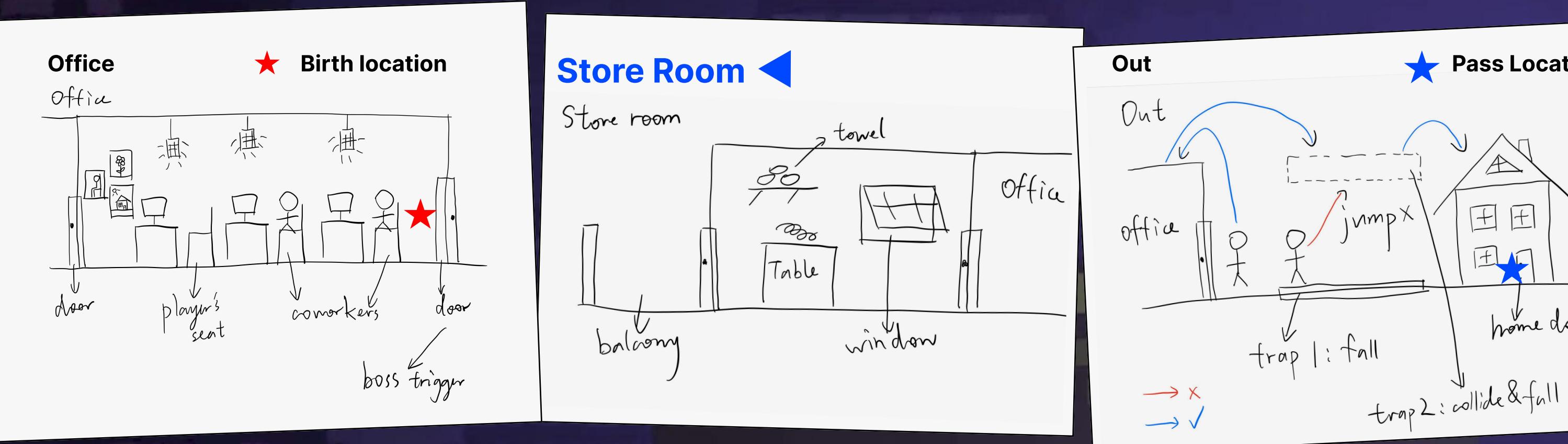


Katana ZERO

House

# #Level 1

## Planning sketch

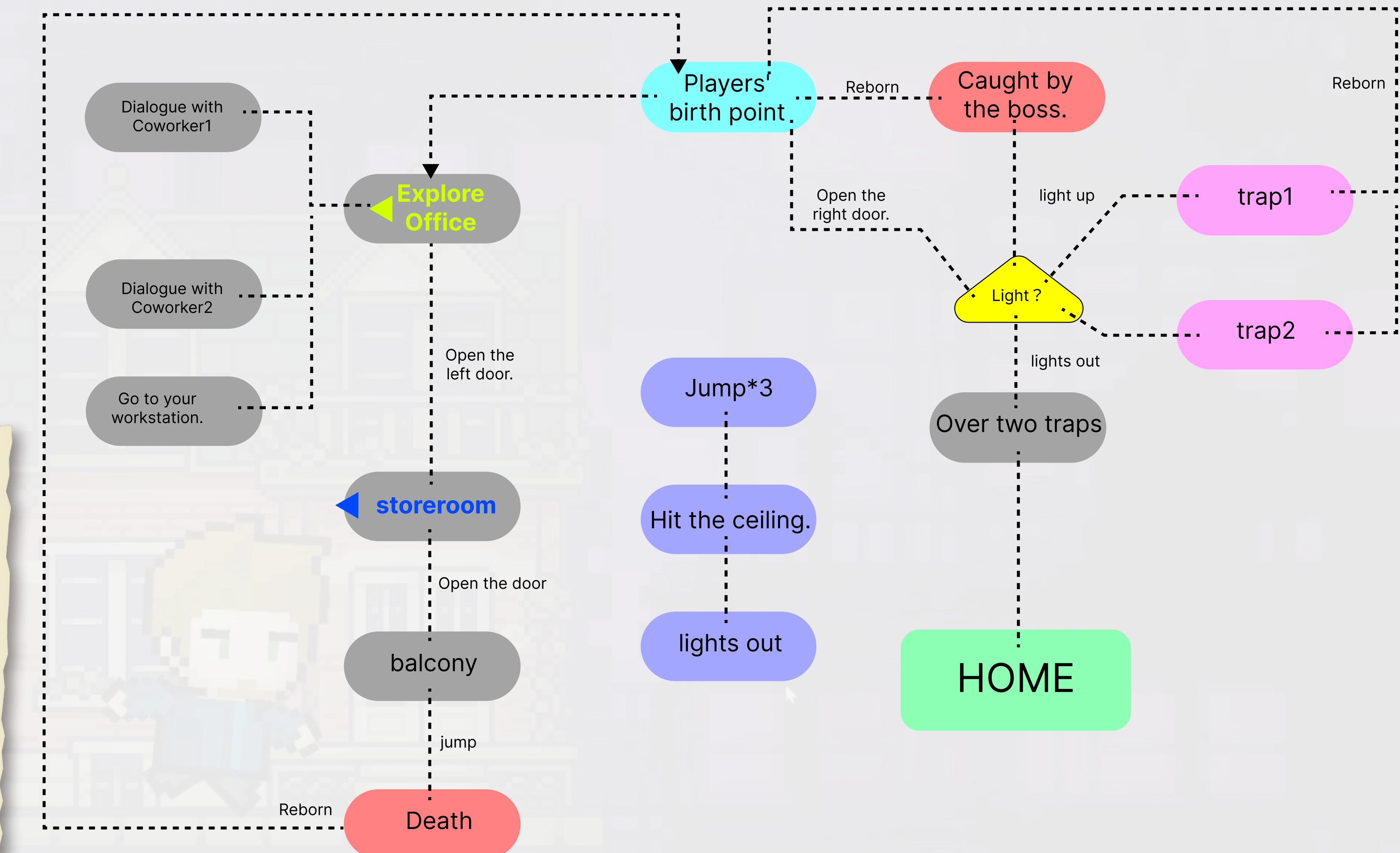


## Screenshots

To complete the game, the player has to find his way home. If the player directly opens the door on the right side of the company, he will be caught by the boss. As the player explores the room, he needs to find out that if he hits the ceiling, the lamp will be shaken, and after **hitting the ceiling three times**, the light will be **off**. Then, the player can open the door on the right because the boss won't be able to notice the player. Thus, he can escape.



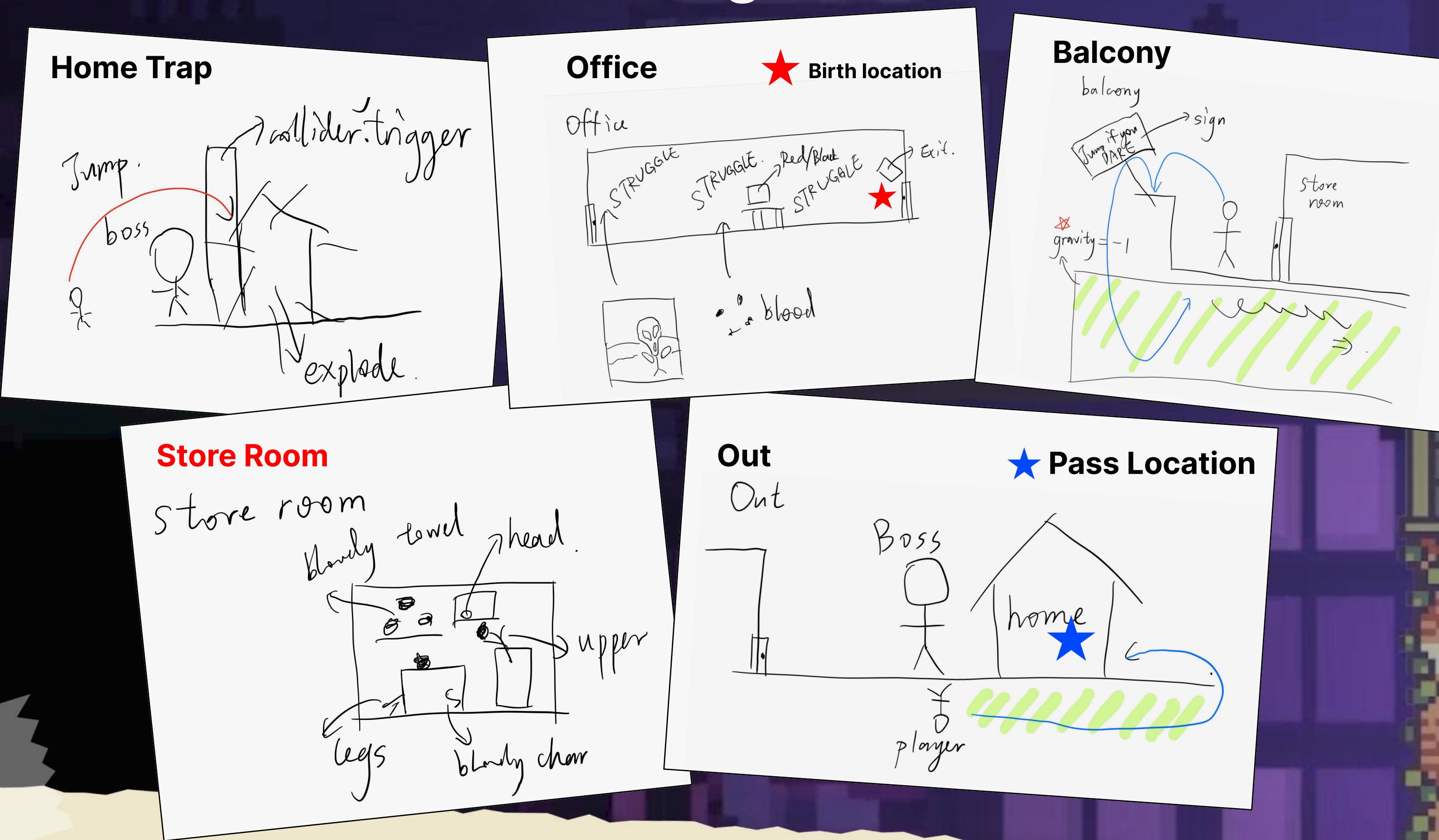
## Gameflow



The game begins with the boss asking the employees to work overtime. After the dialog, the player is free to explore the room.

# #Level 2

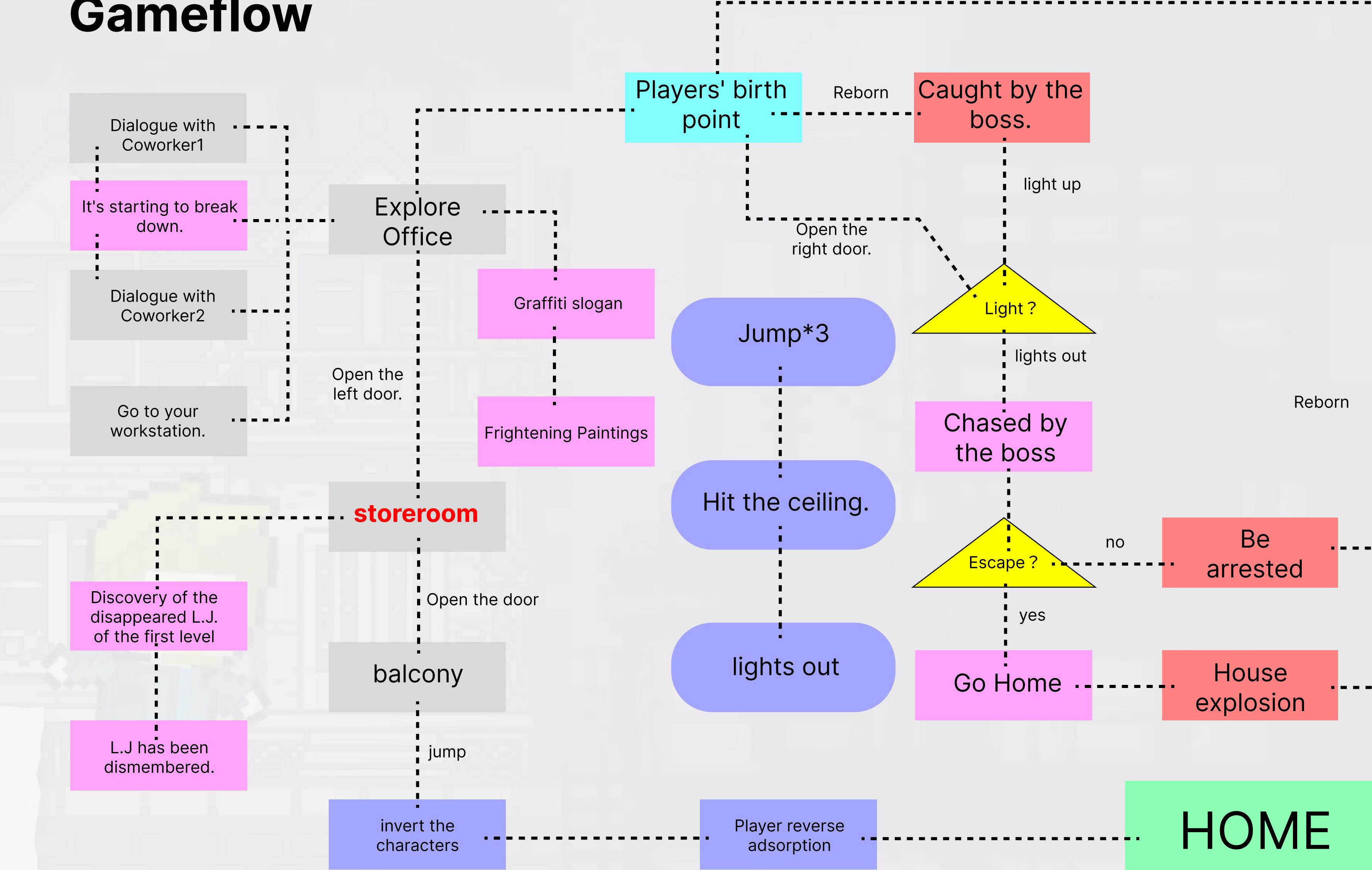
## Planning sketch



## Screenshots



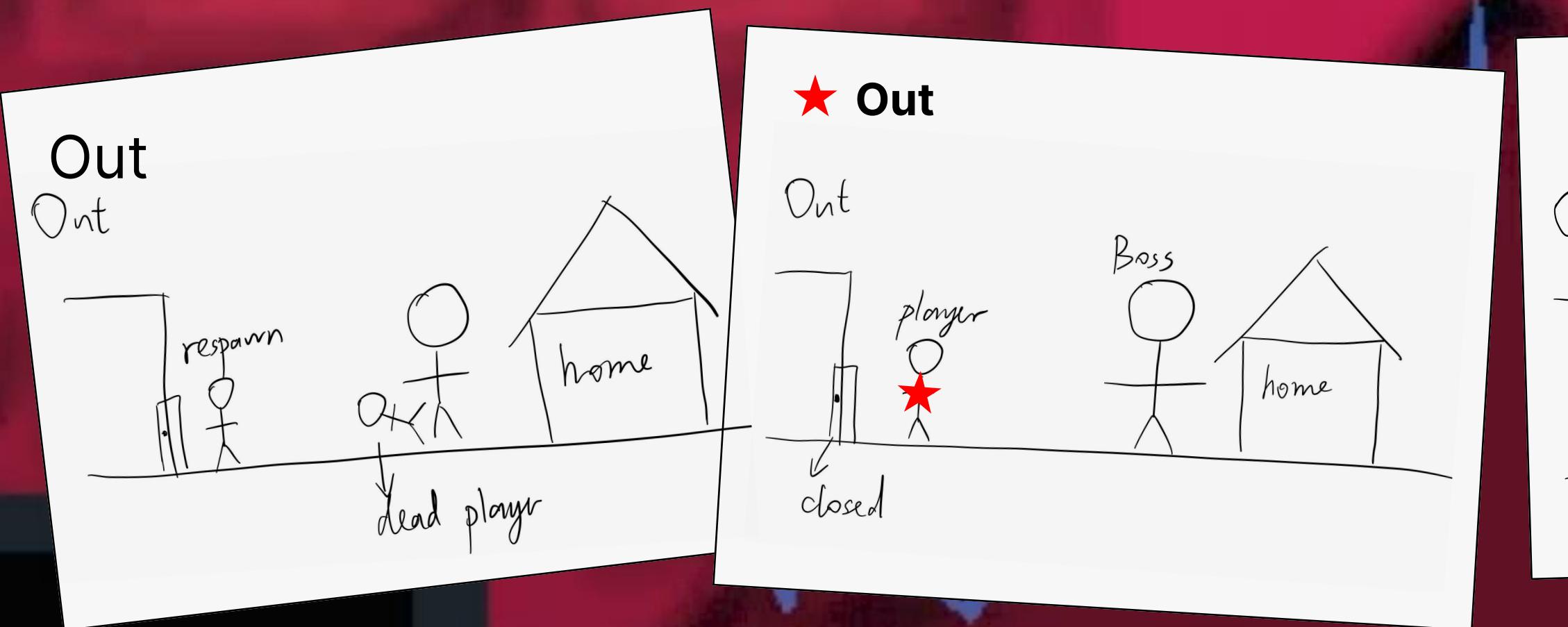
## Gameflow



At Level 2, the boss announces a new policy—the worst-performing employee will be fired. L.J. in Level 1 has been replaced by J.C. As the player talks to the two coworkers, he realizes that they are in an **awful mental state**.

# #Level 3

## Planning sketch

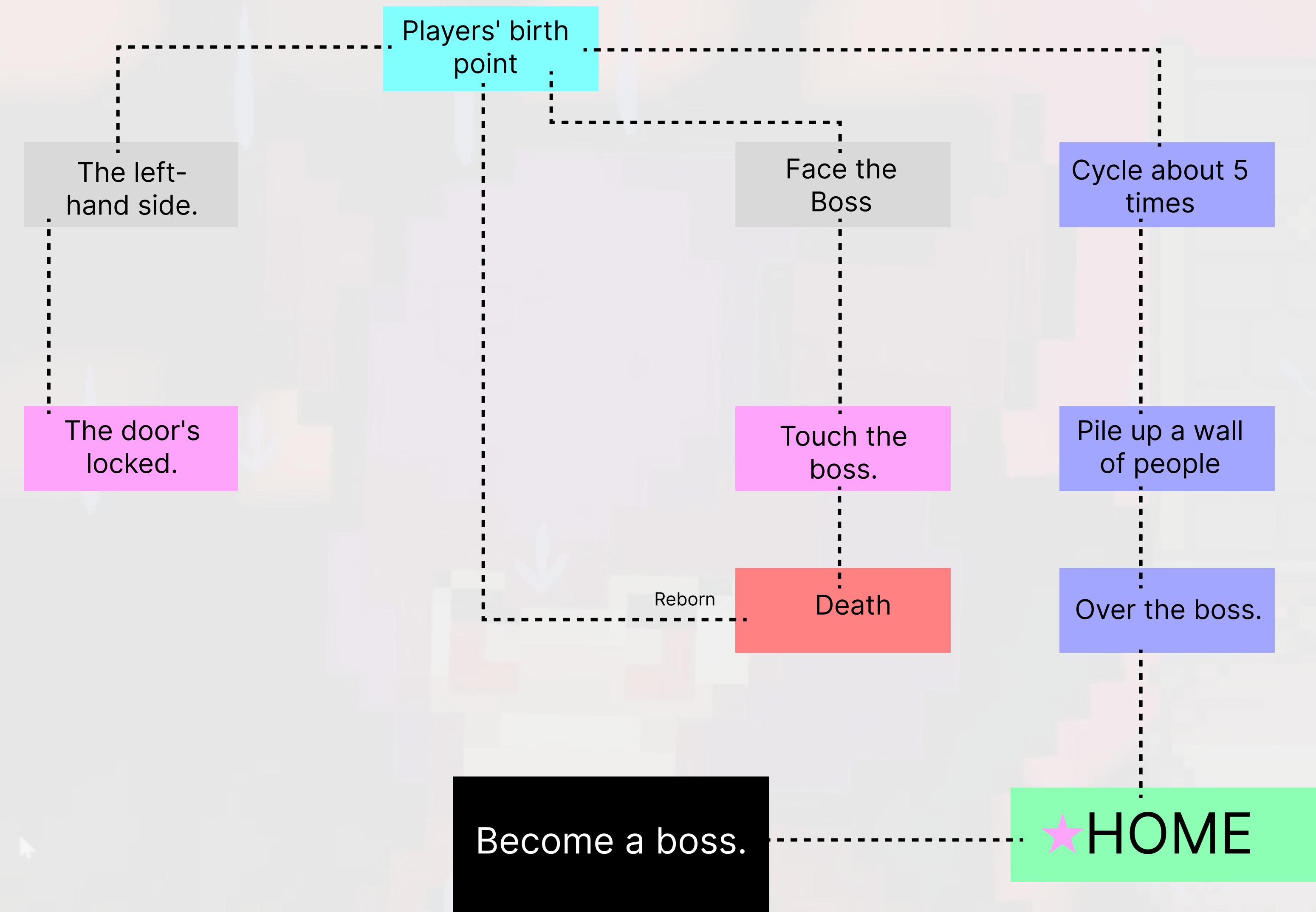


## Screenshots



The player finds himself to have become the boss.

## Gameflow

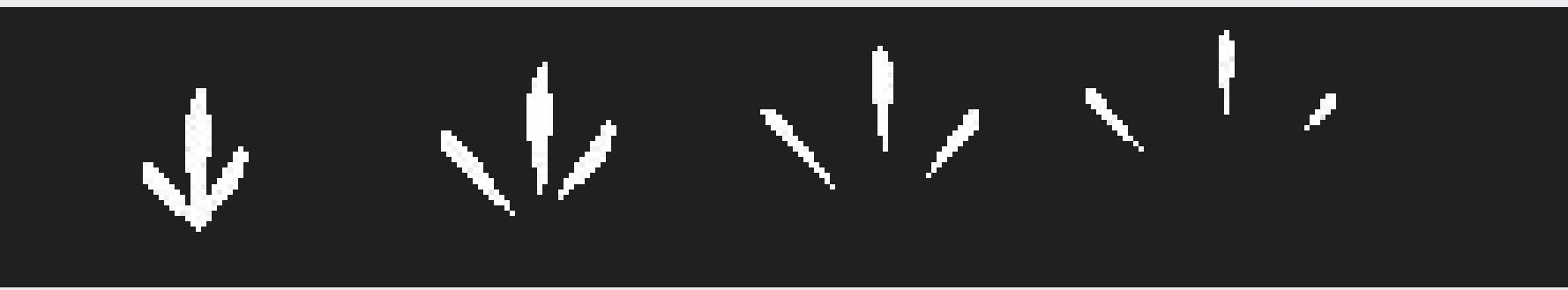


Finally, the player is in Level 3, the boss level. This time, the player is born outside the office and cannot enter it, so he has to face the boss straight on. The player has no other choice but to try to cross over the boss. However, the boss has become taller, and if the player bumps into the boss, he dies. Luckily, **the body remains** there after the player rebirth, which means that the player can kill himself about five times by bumping into the boss before a **body wall** is shaped, on which the player can climb and then get home. **However, the player finds himself to have become the boss.**

# < Key technique >

## Particle effect of rain

In the Texture Sheet Animation setting of the particle system, adding the Sprite of the raindrops in turn and setting the collide parameter will allow the raindrops to interact with the ground.



## Particle effect of house exploding

Sampling the Home's Texture with the Shape parameter of the Particle System will make the particles look as if they are coming from the house when exploding.



## Typewriter effect

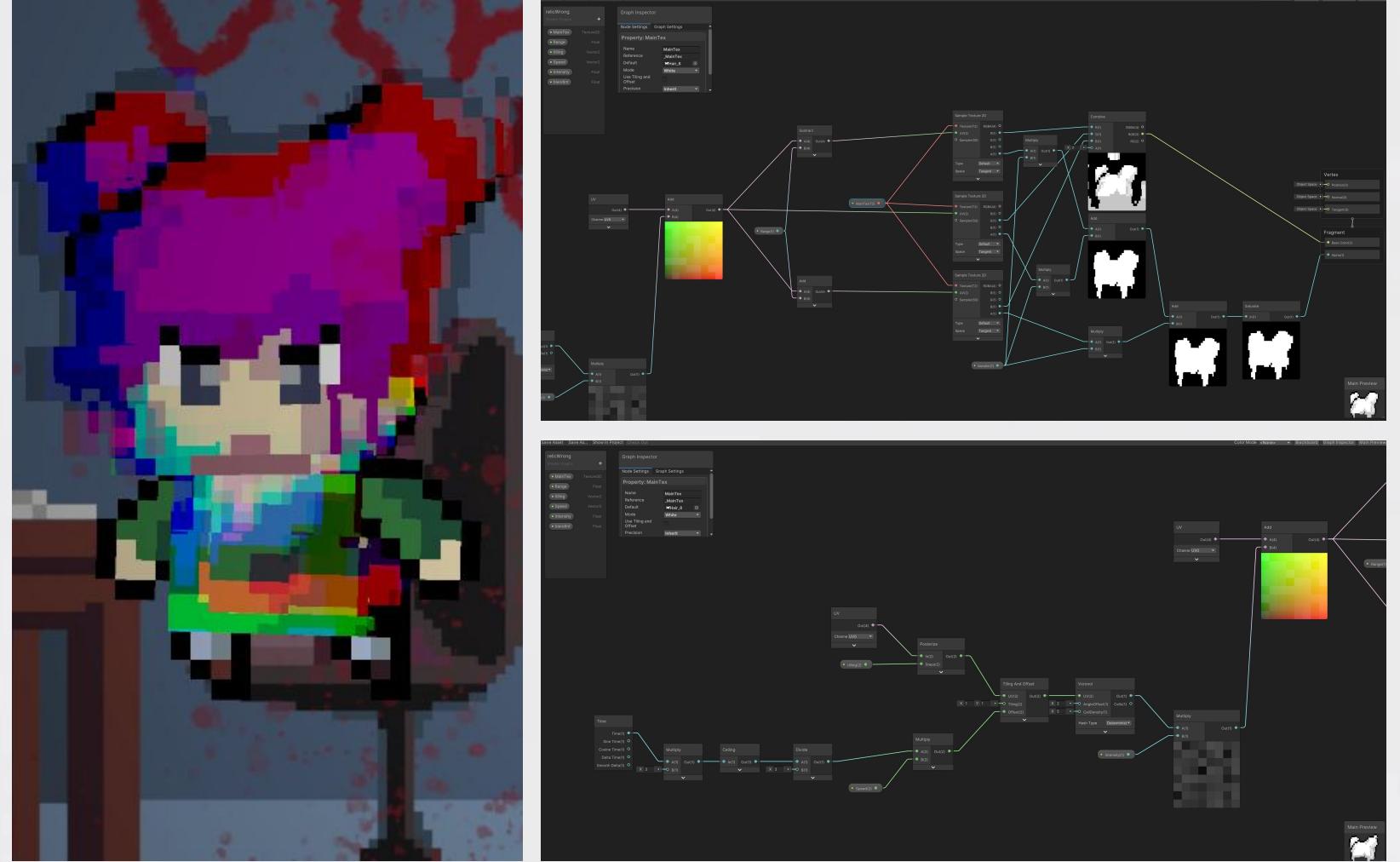
Using Interface and Coroutine can make the typewriter effect.

```
IEnumerator PrintWordFunc(string text, Text textUI)
{
    yield return new WaitForSeconds(0.5f); // initGap
    while (true)
    {
        textUI.text += text[endingIndex];
        endingIndex++;
        yield return new WaitForSeconds(0.1f); //wordGap
        if (endingIndex >= text.Length)
        {
            break;
        }
    }
}
```



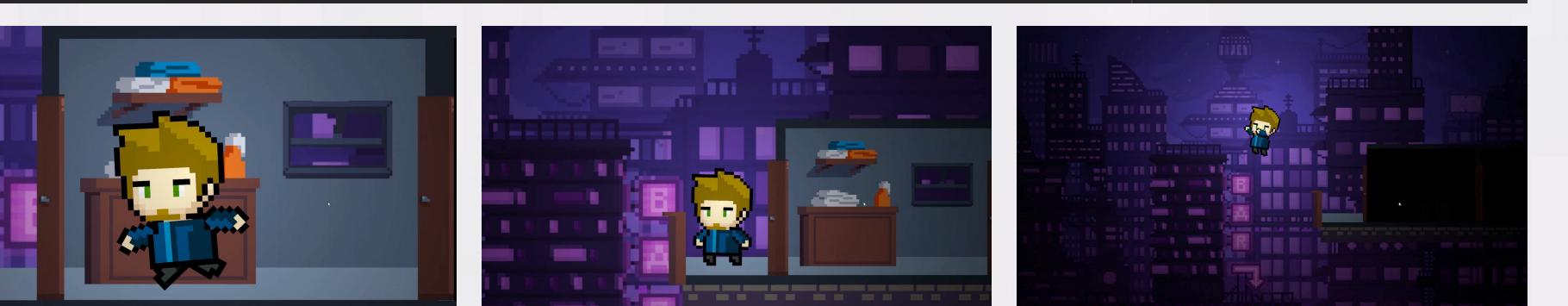
## Shader&Material

This project uses the URP rendering pipeline, so the URP Shader Graph was used to create the shader



## Lens Delay Follow & Zoom

```
private void LateUpdate()
{
    // Debug.Log(isOutside);
    if (isFixed)
    {
        return;
    }
    Vector3 targetPosition = new Vector3(target.position.x, v.isNeedMiddle ? -4 : 0, target.position.z) + (isOutside ? positionOffsetOut : positionOffset);
    transform.position = Vector3.SmoothDamp(currentTransform.position, targetPosition, ref velocity, smoothTime);
```



In

Out

Jumping

# Test Feedback

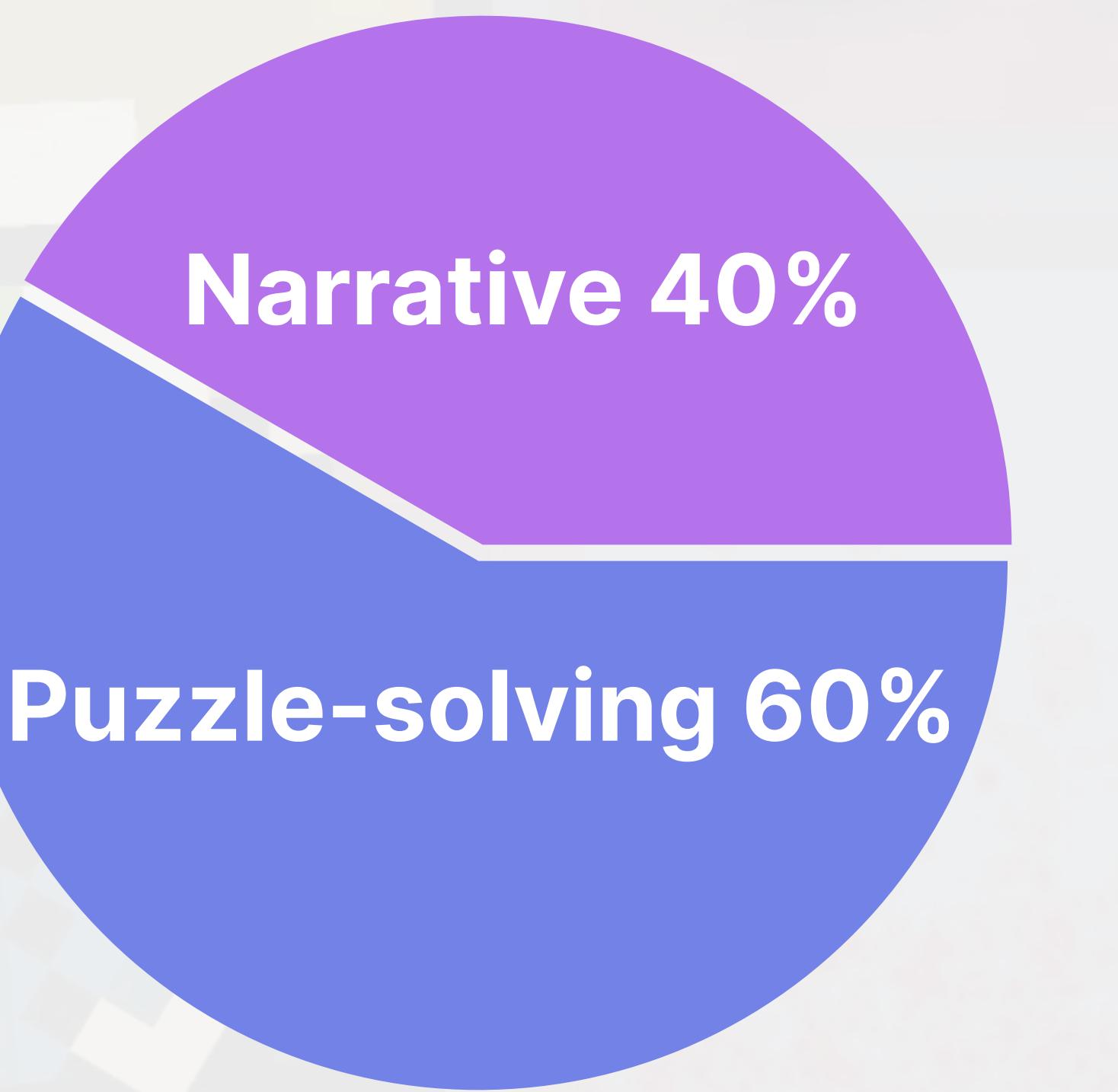
## Good feedback is mostly about the narrative and puzzle-solving

### Some players have given suggestions for improvements:

When the player and the NPC are talking, a button that players can click to skip the animation and read the dialog directly is expected, which will help them know the dialog contents faster and enhance the interactive experience. Thus, the function as the major improvement of the game will be added.



### Good feedback



# Game Aim

Through the game, I want to remind employees to defend their rights and interests, unite against the unreasonable demands of their bosses, and live a life that a human deserves. I also want to satirize the fact that human nature cannot be changed and greed will not disappear.

The rebels who defeat the oppressors will eventually get to know how much they can gain by oppressing others and then become the same people they used to rebel against.

### Art & UI

