

Office Escape

Overview

The Office could not be any more dreadful, can you find your way out and escape from your ass of a boss? Play and find out.

Basic Characteristics of Game

Gameplay

- walk
- crouch (hide)
- Starts at his office, press 'enter' to start the game
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Map

- exploration of office
- The player starts at the elevator, in the corner of the office.
- make the office as close in detail as the model office reference

Characters

Character	Jim	Dwight
Pam	Friendly	Enemy
Micheal (BOSS)	Enemy	Enemy
Kevin	Enemy	Friendly

Art Style

3D artist

Gameplay Loop (Attributes needed for the game)

1. Stealth (However, instead of a normal health bar, you have a "% chance of getting fired bar" that increases the more you get caught and make enemies.
 1. Once the bar reaches 100%, you get fired!
2. Inventory System where you can pick up a few items to help you in your escape
3. Banana Peel, Pens/Pencils, etc.

Characters

- You can pick one out of three characters to start the game with
- Each character

Boss

- the boss has some eyesight area that pops up. If you run into this area, he will give you warnings (funny captions)
- Possible Boss Dialogue:
 - Boss ~ "What the hell are you doing? Get back to work!"
 - Boss ~ "Did you finish that proposal yet? Remember, it's due by 5:00 PM Today!"
 - Boss ~ " OW! [player's name], why did you throw a banana peel here?"
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