

Name: Tom Jacobson

Project Name: Office Quest

Project Topic Area: Game

Project Vision:

Thematically this will take place in an office. The tone will be fairly lighthearted. The player will control a nameless office worker, doing their best to get through the day and maybe get that big promotion. Enemies will include: HR Representative, Incompetent Supervisor, Rival Department Head, etc. There may be some random events that occur such as: Pizza Party, Overtime Request, On call, etc. My goal is to poke some fun at office culture and make a fun game in a genre that I love.

My vision for this project is to create a simple deck building game within rust. I am looking at using frameworks like ggez or perhaps a web based one if allowed. Assets can be minimal, I will probably hand draw card art in paint. References and inspiration include Slay the Spire ([link](#)) and Dreamquest ([link](#)).

I do not expect the complexity of the game to get super high, though if time allows it could. My main goals are to set up some basic object types such as card, enemy, player, etc. My goal is to have a working combat system, and then add more deck building components as time allows.

While the above is fairly bare bones I think it will be more time consuming than I expect. Below is rough timeline of what I foresee being feasible in the time allotted. Stretch goals represent features I would like to add but may not have time to.

Rough Timeline

- Initial project set up and learning ggez or equivalent library.
- Create required abstractions:
 - Player
 - Enemy
 - Card
- Create base deck of cards for player to use.
- Design/implement enemy AI and behavior.
- Establish combat field and ability for Players and Enemies to fight.
- Random Events between combats.
- Stretch goals if time allows:
 - Card drafting screen and deck building
 - Multiple enemies in a fight.
 - GUI
 - More complex enemy AI

Concerns:

- ggez's lack of maintenance
- lack of GUI might be difficult, possible I need to implement that earlier.
- Enemy behavior will not be very interesting, I will not likely have time to develop a more complex and reactive AI for the enemies.
- Rust specific problems that may be hard to anticipate.

Repo Link:

<https://github.com/tomjacobson612/OfficeQuest>