# Intern’s Quest

Proposal by Samuel Henderson and Brandon McCaig

## Premise:

Intern’s Quest is a witty adventure RPG that places the player in a situation where they are an intern striving to be hired. They will have to talk to the right people and run errands for those higher up the corporate ladder which, since they are only an intern, turns out to be everyone! What sets Intern's Quest apart from other games on the market today is the nostalgic feel of the adventure RPG’s of yester-year with a healthy dash of humour sprinkled throughout.

## Player Motivation:

The player’s ultimate victory condition will be getting hired which can be accomplished by completing all of the required *quests*. Timed quests will motivate the player to get things done in a timely fashion and Humour and inspiring dialog will keep the player coming back to see what happens next. The quests will often lead the player to another area of the office where there are more people to talk to and things to do.

## Unique Selling Position:

The game’s appeal and selling position will come from the simple game play elements that anyone can easily pick up and challenging puzzles

## Genre:

Intern’s Quest will be an adventure role playing game played viewed from a ¾ top perspective.

## Game Play:

Game play will subsist of the player moving his character the intern around the office. The player will

## Story Synopsis:

**Plot Overview:**

Intern’s Quest starts with a basic tutorial initiated by “The Boss”. Here the player will learn the basic controls of the game as well the basic interface.

Following the player’s initial confrontation with “The Boss” the player will be free to explore the office environment. There will be other non player characters dispersed throughout the office. Some will be friendly to the player offering helpful & humorous advice, others will treat the player with indifference and still others will appear very mean.

Some of the non player characters will ask the intern to complete one or more tasks (quests) for them. These quests will be in addition to the main quest chain.

Upon completion of the main quest chain the intern will be hired and the game will be over.

**Characters:**

* The Intern: The player controlled character. The “hero” of the game. It’s his job to do the things that interns do.
* The Boss: The head honcho. Quick to anger and hard to impress the player will need to complete the quests assigned by the boss. The Boss is generally a hard ass, who likes yelling, and harassing the player.
* The Boss’s Secretary: As yet unnamed, the secretary will offer relief from The Boss and serve as a pleasant distraction
* Various NPC’s: Scattered throughout the office will be other NPC’s. These NPC’s will give additional quests and hints to the player.

**Villains:**

* The Boss: This is the only character that really fits the role of villain. It is his demands that must be met and he who fires the intern should the intern fail to complete an important quest (or several not so important ones)

**Challenges:**

* The main challenge in the game is not getting fired. This can be avoided by completing the quests the boss assigns and not goofing off while doing the boss’s quests.

## Target Market:

Our target market is males and females who are at least 13 years of age. Although the game will not feature no nudity and only mild occasional violence, there will be explicit language used in jokes, conversations etc. Some of the jokes may go over the heads of younger players as they have never worked in an office environment.

## Target Platform:

Our initial target platform is the PC, but ports to other platforms should be fairly straightforward from a technical standpoint if the interest arises. The game is being designed to run on both low end (as low as 300mhz) and high end PC’s. Estimated requirements:

* Windows 98 & above
* 300mhz or faster processor
* 64mb of RAM
* No Video hardware acceleration is required

These specs are subject to change of course.

## The Team:

Our team consists of two members: Brandon McCaig and Samuel Henderson. We both possess computer programmer analyst diplomas from Sault College and have both been using the Allegro game design library for several years.

Although we are both going to be involved in developing & designing code and art we have decided to lay the team structure down in the following ways:

**Lead Designer:** Brandon

**Game Designer**: Sam

**Level Designer**: Brandon

**UI Designer**: Brandon

**Writers**: Sam & Brandon

**Art Director**: Sam

**Audio Director**: Sam

## Summary: