# 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*. Some quests will be timed quests which 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:

* Linux will be one of our targeted launch platforms. The PC market has become saturated with hundreds of commercial games making it harder for less established developers to get some attention. Having one of the few commercially available Linux games will definitely garner some exposure and will only serve to increase revenue.
* Unlike many games in the market today, this game will feature nostalgic elements (graphics, game play) that gamers who have lived through the early to mid 90’s will appreciate.

## Genre:

Intern’s Quest will be an adventure RPG hybrid viewed from a ¾ top perspective. The adventure elements present are that the player is free to explore the office, talk with many different characters and interact with objects around the office. The RPG elements to be used will be the player inventory and the idea of quests.

## Game Play:

The player will be free to move and explore the office is his/her own pace. The player will be able to interact with objects like copiers, fax machines, shredders, etc. In addition to interacting with various objects the player will also be able to interact with NPCs. The NPCs may tell the player jokes, office jargon, or give the player a quest. The player must complete these quests to advance in the game. Quests will consist of delivering and retrieving items or relaying messages between NPCs. Upon completing all quests, the player wins and is “hired” by the company.

## 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 Windows PC and Linux 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: Windows 98 or higher
* Linux: Any linux capable of supporting X11 should be fine to run.
* 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:

In summary, Intern's Quest will be a witty adventure RPG that will draw players in with its dialog and charm. The design goal is to make the game portable to as many platforms as possible, with Windows and Linux being targeted for launch and porting to other platforms relatively easy allowing the install base for the game to be significantly larger than it would be if it was confined to a single platform. Our team has the knowledge, experience, and drive to develop Intern's Quest.