# Character Design

## Player Character (name TBD)

An assistance robot. Helps his owner with tasks like cleaning, organizing, sorting and other chores.

# World Design & Setting

## Time period

Near future alternate universe. Technology has advanced to the point where people are assisted by automated systems in their everyday life (cleaning robots, personal assistants, household robots).

# Gameplay Mechanics

## Character control

The player has 360 degrees of free movement. He can also jump and interact with objects in the game world (OCD actions).

## OCD

The main character is bound to a specific set of rules. These rules are actions the player has to take while advancing thru the levels. If the player ignores these rules, the players ‘stress’ level rises. This impacts the behavior of the player’s character and visually affects the environment (see Stress Mechanic).

Actions include cleaning, aligning objects, lighting fires, throwing away trash, complete collections.

## Stress

When actions defined by the rules are not executed by the player, their stress level increases. A higher stress level results in the following things:

1. The character starts shaking, rattling.
2. The art style changes from room to room.

When maximum stress is achieved, the player’s character will self-destruct.

Stress can also be relieved by performing a high amount (TBD) of actions in a single level. Effectively relieving more stress than gaining stress.

## The ‘issues’

The rules are given to the player portray ‘issues’ that their character has. To keep advancing in the levels you will have to resolve these ‘issues’ (see Stress). Issues include but are not limited to:

* Aligning objects (boxes, furniture, paintings)
* Sort objects
* Light fires (torches, fireplaces)
* Clean tiles (blood, dust, mud)
* Dispose of junk (broken items, rubble)
* Repair objects
* Repeat a certain action (doors)
* Remove a certain object (the object’s presence is the issue)