



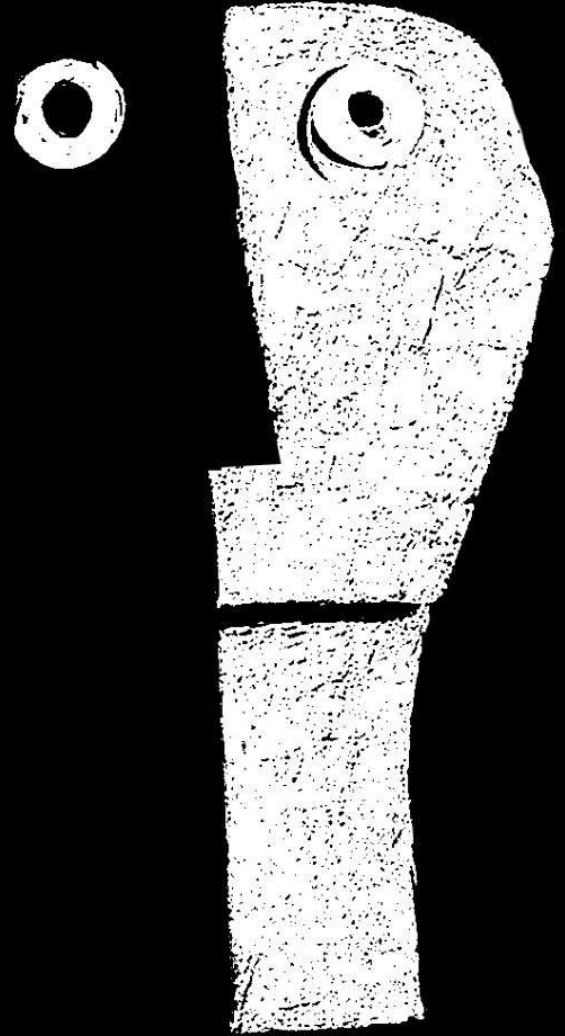
A New Job

Congratulations! It's the first day of your new job. Please sign your offer letter below:

X

SYNOPSIS

You are an employee at SOLO CORP. SOLO CORP, as you know it, is a company dedicated to making TECHNOLOGY. Your goal is to climb the career ladder, going from INTERN to EMPLOYEE to MANAGER, by completing tasks and talking to the other employees. But a mystery lurks underneath the surface of the company actually does...



TONE

This game is about the complexities and oddities of a seemingly utopian workplace. We aim to capture the unsettling journey from an intern's first day filled with hope and promise to a revelation about the reality of the company. We plan to emphasize three core feelings:

INTRIGUE. At first, the company appears innovative and upbeat. The player is excited to start a new job, and the vibe begins as hopeful and happy.

EERIE. While the game starts in an office with friendly interactions, the tone gradually shifts as the player senses a disconnect between the company's outward cheer and the underlying tension among employees. This isolation grows as the player goes up the corporate ladder, with fewer trustworthy allies and more ethically grey decisions. The player's role becomes increasingly lonely, emphasizing the emotional and moral solitude of navigating a corrupt system.

PARANOIA. As the player uncovers the company's true intent, or hints that something is not right, the game's atmosphere becomes increasingly surreal and oppressive. We want the player to constantly question what's real and who can be trusted. This will challenge players to rely on their judgment and intuition in an environment where appearances can be deceiving.



GAMEPLAY

Our gameplay will involve the player walking around the office and interacting with the objects and characters in each cubicle. Once a player has "solved" the mystery of each floor, they will get promoted and ride the elevator up another floor, with a new layout and characters. This represents the completion of a level.

The office is maze-like and a little confusing to navigate. Characters may appear in unexpected places, with clues hidden all over the office. At the final level, the player will discover the truth about what the company does.

GAMEPLAY (sample dialogue)

[Player enters a brightly lit office where Carol is sipping her coffee near the window.]

Carol: Oh, hey there! You must be the new intern, right? It's so great to see a new face around here! Here, have some coffee, it's on the house—or should I say, on the boss!

[Player accepts the coffee. Carol's demeanor is cheerful, but her eyes occasionally dart around nervously.]

Player: Thank you, Carol. It's my first day, so I'm just trying to get the lay of the land. How long have you been working here?

Carol: Oh, it feels like forever. This place has a way of... growing on you. (laughs) Anyway, everyone here is really committed. We're all part of the big SOLO CORP family. You'll fit right in!

Carol: Listen, since you're here, I actually need a little favor. I'm tied up with these endless reports and our lovely boss just adores punctuality with these things.

Player: Sure, what do you need?

Carol: It's probably nothing, but I've been trying to access the archive room on the other side of the hall to retrieve some old project files... and, well, my access card isn't working. It's probably just a glitch or something. Could you go and check if yours works? If you can bring me those files, it'd be a huge help.

[Player notices Carol's slight hesitation when mentioning the archive room.]

Player: Of course, I can do that. But why that room? I heard not many people go there.

Carol: (quickly) Oh, it's just where we keep all the old records and stuff. Nothing exciting, really. Just dusty old files! But, you know, sometimes you find something interesting where you least expect it.

[Carol hands you a small note with the file numbers written.]

Carol: Just these files. Thank you so much! You're already proving to be a fantastic addition to the team. Just, um, be quick about it, okay?

PLAYER - Regina

Our main player Ryan begins as a newly hired SOLO CORP intern with a sharp intellect and an even sharper sense of ambition. Beneath his tech-savvy exterior lies a young mind buzzing with questions about SOLO CORP's true purpose as he attempts to work his way up to becoming boss. As a 5'11 lanky white boy, Ryan's journey is marked by his strategic plan of navigating the office levels and his uncanny ability to read people—a skill that proves invaluable as he works his way to the top.



SIDE CHARACTERS

The player will get to know side characters through interacting with them throughout the game. The game will primarily be driven by dialogue with the side characters to progress the narrative. These characters will start as more stereotypical office personalities, and progressively get more unhinged.

CAROL: loves coffee, dyes her hair red every week, in love with the boss and is not shy about it

KAREN: childless soccer mom, wants to adopt you

SUSAN: depressed

NICOLE: evil grandmother

BARRY: weak

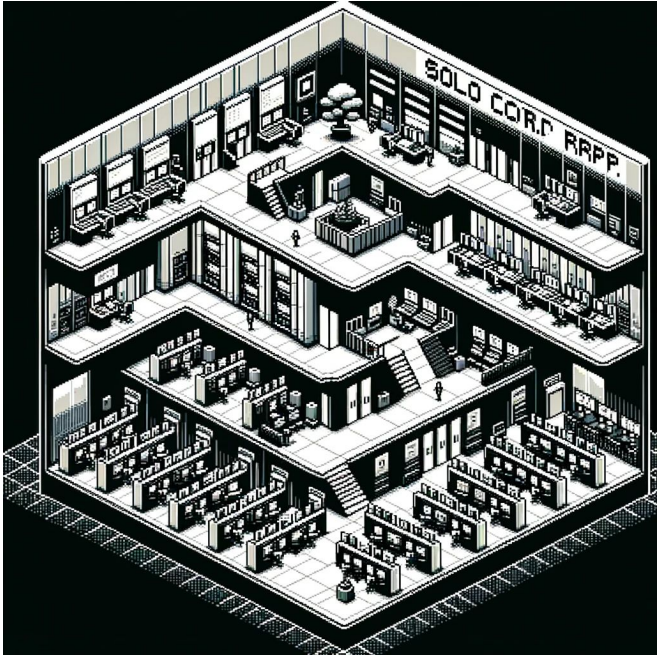
ADAM: chili baker

IGOR: aloof, Eastern European coded

TOENAIL: looks like a toenail



SETTING - Regina



The game takes place within SOLO CORP, a **company office** bustling with productivity and filled with advanced technology. The labyrinthine office building and high-tech workstations create a sleek, modern atmosphere. With your starting position as an intern, you find yourself at the bottom of the corporate ladder, working diligently to understand the company's inner workings and earn your place.

The office rooms, corporate lobby, personalized cubicles, and **multi-level structure** of our game are important for depicting a player's journey to climb the ranks from intern to employee to manager as they work to unveil SOLO CORP's true motives.

TONE REFERENCES

UNDERTALE is a 2D RPG about a young child who has fallen into an underworld and must discover the secrets of this world..

Dark, eerie, absurd

OFF is a RPG about a humanoid entity on a mission to “purify” the world.

Strange, mysterious, symbolic

GONE HOME is a mystery puzzle telling the story of a broken family.



TECHNICAL CHALLENGES

Our team is relatively inexperienced with game engines and game development, so creating this game will be a process of learning by doing. We will be creating the game using GameMaker Studio 2.

GML. Our team does not have experience with GameMaker Studio's scripting language, GML. It may be challenging navigating the software and understanding the syntax of GML.

Item storage. We may want the player to be able to store items they find around the office to give to other NPCs. This will involve implementing some kind of backpack for item storage.

Dialogue trees. Depending on what the player has learned so far and how they have interacted with other players, we want there to be new options for dialogue.

ARTISTIC AND DESIGN CHALLENGES



Pixel art is hard. Learning to do pixel art is much different from traditional art - each pixel matters. How do we depict each character's identity under the constraints of pixel art?

Balancing simplicity with detail work. Getting the general vibe is easy; how do we achieve the effect that we want without doing too much work?

Layout : puzzle. How are we going to layout the office - without having the puzzles? We must build puzzles and art simultaneously.

Who is this for?

This game is for anyone who has ever worked an office job, will work an office job, knows someone who works an office job, and hates/loves/yearns for an office job. As college students, we are thinking about and preparing to enter the corporate world. We are tackling simultaneous feelings of cynicism and pride, dread and excitement. This game will speak to any student who has ever questioned their career aspirations, and feared what their future job may hold.

Individual Member Deliverables

Miranda:

<https://mechanicsofmagic.com/2024/05/06/checkpoint-1-individual-deliverables-4/>

Ayana:

<https://mechanicsofmagic.com/2024/05/03/p2-concept-check-individual/>

Regina:

<https://mechanicsofmagic.com/2024/05/07/checkpoint-1-individual-deliverable-regina-sevilla/>

Angela:

<https://mechanicsofmagic.com/2024/05/06/checkpoint1-a-new-job/>