
Last Friday: The Expense Account

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Corridor Shooter Prototype
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Setting

From the Desk of Vice President Charles R. Stootnam's Secretary

Dear [Employee Name],

Welcome to **BureauCorp**, America's #2 producer of corporate bureaucracy! We are proud to have you, [First Name], as a part of our grand company family! We hire the 14th most employees in the entire corporate industry, including accountants, secretaries, and managers. We hope that you will serve us well as [Job Title]—or else.

Sincerely,

Vice President Charles R. Stootnam

Charles R. Stootnam, V.P.

Bland 'N Professional Mail Client 2.0 – BureauCorp Network

From: annoying.coworker@bureaucorp.egg

To: You

Subject: fwd: Re: FWD: Omg casual friday, you guys!!!

HEY,

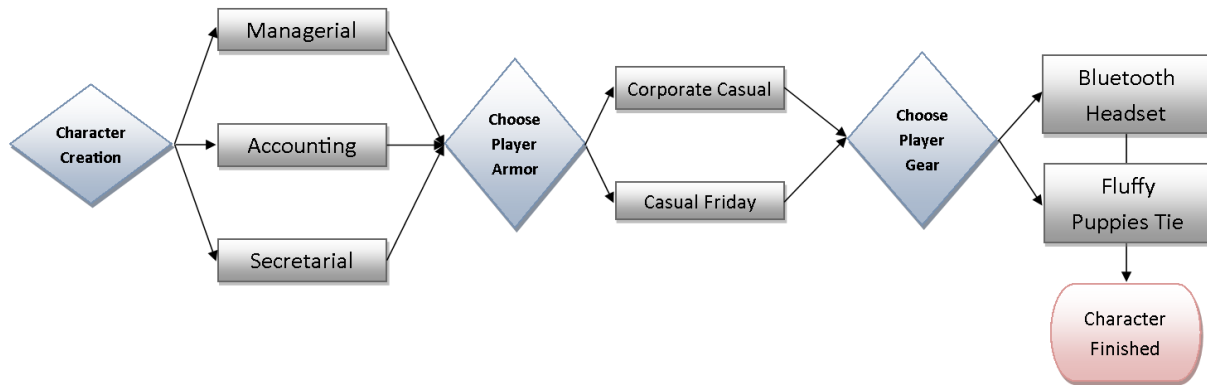
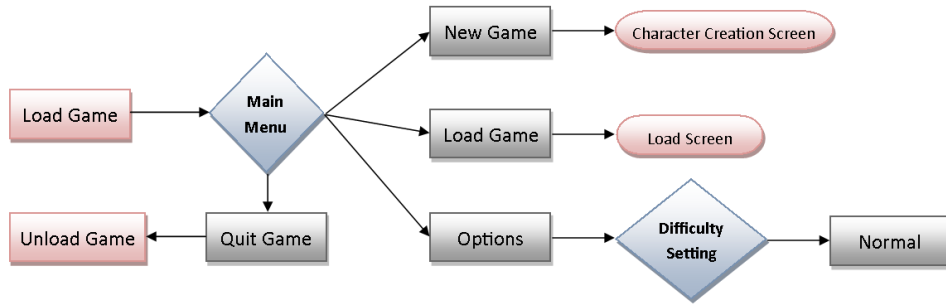
Don't forget about casual friday, you guys! Jeans and tees! Maybe some day-old bagels in the break room but probably not! Let's wreak some havoc! LOL!

Be there or be square,
Annoying Coworker

To Do...

1. Mail Annual Reports
2. GET REVENGE!
3. Groceries

UI



Characters

Protagonists

Hero

Stats:

	Department (Class)	Efficiency (Movement)	Energy (Health)	Annoyance (Attack)	Tolerance (Defense)	TOTAL
1.	Managerial	2	24	8	4	12
2.	Accounting	2	24	6	6	12
3.	Secretarial	2	24	4	8	12

Leveling Matrix:

After defeating the boss:

- The player gains the Airhorn weapon used by the boss.
- The player gains the ability to hold 4 weapons.

After making it to the exit:

- The player receives one point that he/she can allocate to Efficiency, Annoyance or Tolerance.

Description:

The Hero is an employee of BureauCorp and has been for many years. He/she has unfortunately never gotten many opportunities to move up the corporate ladder and has grown somewhat bitter. The never-ending e-mail forwards from coworkers, the piles of useless reports, and the constant disappointing Christmas bonuses have created a cubicle warrior bent on throwing every irritating moment right back at each and every one of BureauCorp's annoying staff, including interns, coworkers, and even...the boss. The Hero has decided that this is going to be his/her last Friday at BureauCorp ever. The expense account reports for this chaos will be off the charts.

Supporting Character

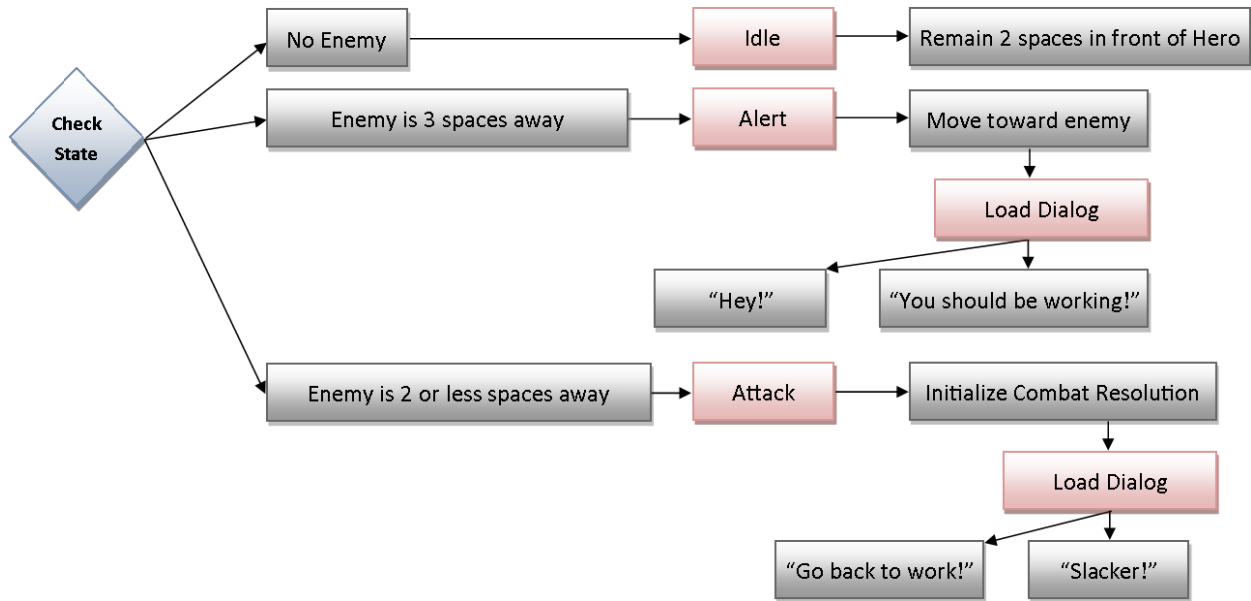
Stats:

Name	Weapon	Efficiency	Energy	Annoyance	Tolerance	TOTAL
Assistant	Water Pistol	2	12	4	4	8

Aggro Tables:

Event	State
1. Nothing is 3 spaces away or less	Idle
2. An enemy is 3 spaces away	Alert
3. An enemy is 2 spaces away or less	Attack

AI Loop Flow:



Description:

The Hero’s ever-loyal Assistant is as equally burned out as the Hero is. The Assistant has been working at BureauCorp even longer than the Hero, who’s always been good to him, so he doesn’t mind being just an assistant. He’s all for getting revenge and would do anything to be a pal to the Hero, even if it means getting fired.

Antagonists

Grunt

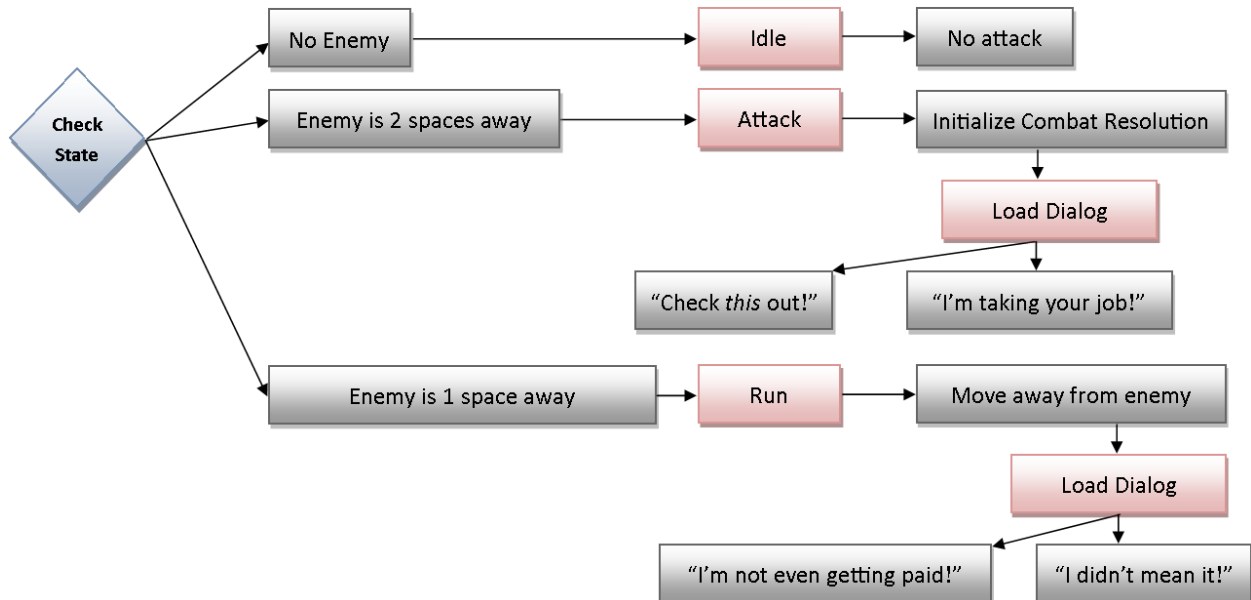
Stats:

Name	Weapon	Efficiency	Energy	Annoyance	Tolerance	TOTAL
Intern	Stapler	1	6	2	4	3

Aggro Table:

Event	State
1. Nothing is 2 spaces away or less	Idle
2. An enemy is 2 spaces	Attack
3. An enemy is 1 space away	Run

AI Loop Flow:



Description:

In the world of cubicles there is no creature so lowly as the intern. These scared creatures try to be brave amongst their exhausted, experienced superiors. However, any upfront confrontation sends them crying for their managers. They serve their purpose though, so they're another annoying part of the whole office system.

Lieutenant

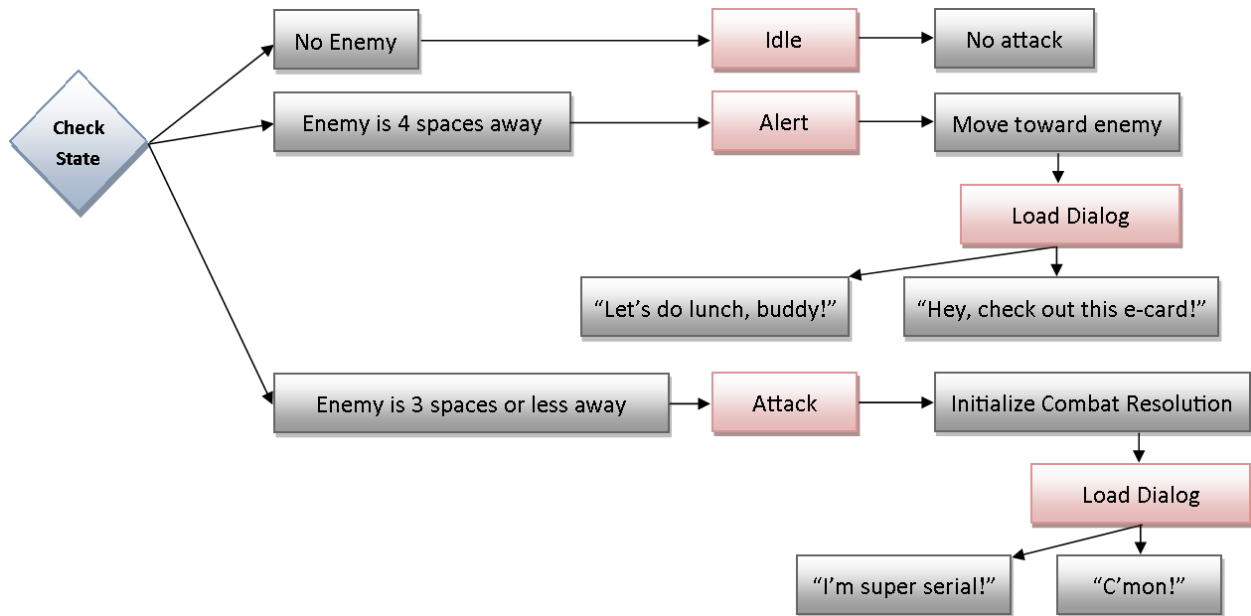
Stats:

Name	Weapon	Efficiency	Energy	Annoyance	Tolerance	TOTAL
Coworker	Nerf Gun	2	16	5	5	10

Aggro Table:

Event	State
1. Nothing is 4 spaces away or less	Idle
2. An enemy is 4 spaces away	Alert
3. An enemy is 3 spaces away or less	Attack

AI Loop Flow:



Description:

The coworker is the Hero's fellow...something. The Hero actually has no idea what his/her coworkers actually *do*—besides send annoying e-mails, nag about having lunch, and tell really boring stories in the break room. These are the people that really grind the Hero's gears. Each encounter with one of these paper crunchers requires some of the finer weapons in the Hero's arsenal of aggravation.

Boss

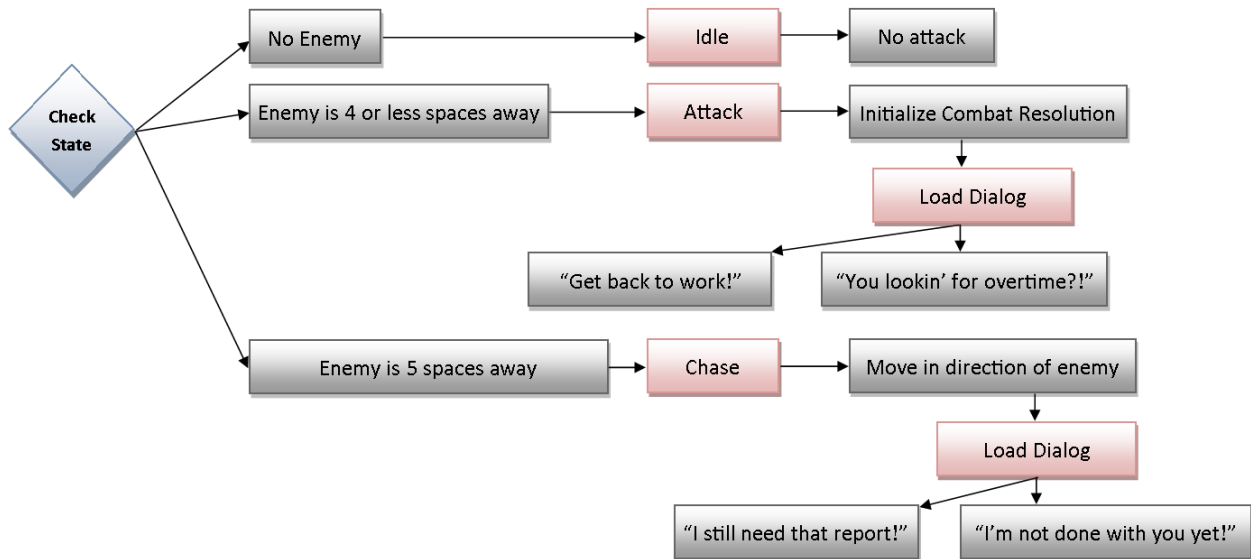
Stats:

Name	Weapon	Efficiency	Energy	Annoyance	Tolerance	TOTAL
Boss	Airhorn	1	32	6	10	16

Aggro Table:

Event	State
1. Nothing is 4 spaces away or less	Idle
2. Enemy is 4 spaces away or less	Attack
3. Enemy is 5 spaces away	Chase

AI Loop Flow:



Description:

The boss is the man in charge. He’s also the guy who makes the Hero’s life miserable on a daily basis by dwindling his/her existence down in to a few menial tasks to be completed each and every week. Report after report, the Hero has held his/her tongue, but now is the time to take a stand against the boss and his outrageously annoying airhorn. The boss is fairly annoying in his own right, but he’s been with BureauCorp long enough to know how to tolerate even the most exasperating of work underlings. The Hero is the one underling that must finally get under the guy’s skin once and for all.

Weapons

Stats:

	Name	Level	Range	Accuracy	Damage	TOTAL
1.	Stapler	Lesser	2	5	3	10
2.	Water Pistol	Lesser	2	4	4	10
3.	Nerf Gun	Average	3	6	4	13
4.	Rubberband Ball	Average	4	4	5	13
5.	Marshmallow Launcher	Greater	5	5	6	16
6.	Airhorn	Greater	7	4	5	16

Stapler

Description:

It's your basic run of the mill stapler, opened up so that it can fling little, metal brackets with an eye-twitching "ka-chink" noise. It can't shoot very far, and really, it's not all that bothersome to people. However, the stapler's a hardy one that doesn't jam up too often, so you can definitely hit your mark. It was either staplers or a dental plan, so make the best of it.

Source:

This is the default weapon that the player starts with. It is also the weapon used by Interns, which drop when they are defeated.

Water Pistol

Description:

This old thing has been sitting in the bathroom ever since April Fool's Day two or three years ago. It's just been waiting for someone obnoxious enough to fill it up and have a go. It's got short range and not great accuracy, but getting wet is more troublesome than mere staples.

Source:

This weapon can be found in the bathroom.

Nerf Gun

Description:

Everybody's got a Nerf gun. Whether it was stolen from the kids or picked up at a random dollar store, it's a definite must-have for office-type shenanigans. These things usually make an appearance every Casual Friday to annoy people across hallways. For crappy little toys, they've got better accuracy than most other things out there, but little foam darts don't cause too much grief.

Source:

This weapon is used by coworkers and dropped when they are defeated.

Rubberband Balls

Description:

For some odd reason, BureauCorp has entire supply rooms just filled with these things. No one knows why, and no one knows what they're really even good for. One thing they *are* good for is throwing—at people. With a good arm, these things can go a reasonable ways, and a heavy ball of rubber right to the back of the head is just the thing to push that headache into a migraine.

Source:

These can be found in the Supply Room.

Mega-Marshmallow Launcher

Description:

This is the Lexus of monkeyshinery. The Mega-Marshmallow Launcher XT340 was hidden away from the boss back in the Spring of '02 and has since been forgotten by most. It's got good range and accuracy, and people get surprisingly annoyed by little, soft, squishy flying marshmallows. Maybe it's all the ants that rogue marshmallows attract when they fall behind desks. Who knows?

Source:

The launcher is in the Break Room.

Airhorn

Description:

The Airhorn is the weapon with the best distance. It's the boss's favorite thing to pull out when he thinks people are looking a bit too sleepy. One blast from this, and everyone in its path is subject to its lip-curling sound. Getting ahold of this weapon would be the ultimate act of revenge.

Source:

This is the boss's weapon, and it is dropped when he is defeated.

Armor

Stats:

	Name	Damage Reduction	Efficiency
1.	Corporate Casual	-1	+1
2.	Casual Friday	-2	+0

Corporate Casual

Description:

Nothing says ready for work *and* play like a pair of khakis and some kind of starched and probably somewhat oversized button-down shirt. BureauCorp believes that a good-looking employee is a good-working employee. Regardless of whether or not it's true, letting *them* believe that just makes *your* day easier.

Source:

The player can choose this from the character creation options at the beginning of the game. The player starts with it.

Casual Friday

Description:

Jeans and t-shirt have no place in the workplace except on Fridays. You may not feel as motivated to work, but the comfortable feeling of “normal” clothes lets you keep your cool a bit longer. There's nothing like sticking it to the man with a “work-appropriate” t-shirt.

Source:

The player can choose this from the character creation options at the beginning of the game. The player starts with it.

Gear

Stats:

	Name	Effect
1.	Fluffy Puppies Tie	+1 Annoyance
2.	Bluetooth Headset	+1 Tolerance

Fluffy Puppies Tie

Description:

It's pink, and it's got a lot of puppies on it. As adorable as this tie may seem, it is not a welcome sight at BureauCorp, where individuality is highly frowned upon. Trying to express yourself as quirky and free-thinking will get your coworkers hot and bothered, making it easier for you to annoy them.

Source:

The player can choose this from the character creation options at the beginning of the game. The player starts with it.

Bluetooth Headset

Description:

The best way to ignore people who try to disturb you is to pretend like you're on a call—for the most part anyway. This hands-free Bluetooth headset isn't connected to anything, but they don't have to know that. As long as you're chatting away to an imaginary listener, there's a chance that their annoying behavior can do less harm to your precious psyche.

Source:

The player can choose this from the character creation options at the beginning of the game. The player starts with it.

Spawns

Interns:

- Interns spawn in cubicles.
- When the player is in a cubicle, the player can roll a D6.
 - If the number is even, a coffee is dropped.
 - If the number is odd, an Intern spawns.

Coworkers:

- Coworkers spawn from the spawn points placed on the map.
 - A D6 can be rolled to decide which spawn point.
- They spawn whenever the player picks up a new weapon.

Boss:

- The boss is already spawned in his office.
- He only spawns once.

Drops

Weapons

Enemy Drops:

- When an enemy is defeated, the player can pick up the enemy's weapon if he/she does not yet have a weapon of that level or the player can swap, dropping their old weapon for the new.

Other Sources:

- The Water Pistol is in the Bathroom.
- The Rubberband Balls are in the Supply Room.
- The Marshmallow Launcher is in the Break Room.

Refresh:

- Weapon drops do not refresh.

Coffee

Description:

- Coffee is picked up and drunk to restore energy to full points.

Source:

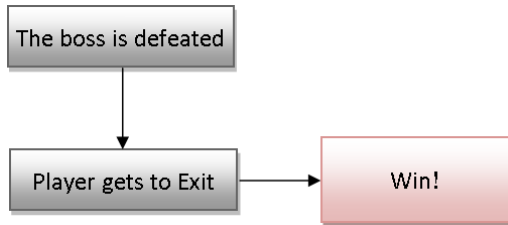
- The player must go into a cubicle and roll a D6.
 - If the number is even, a coffee drops.
 - If the number is odd, an Intern spawns.

Refresh:

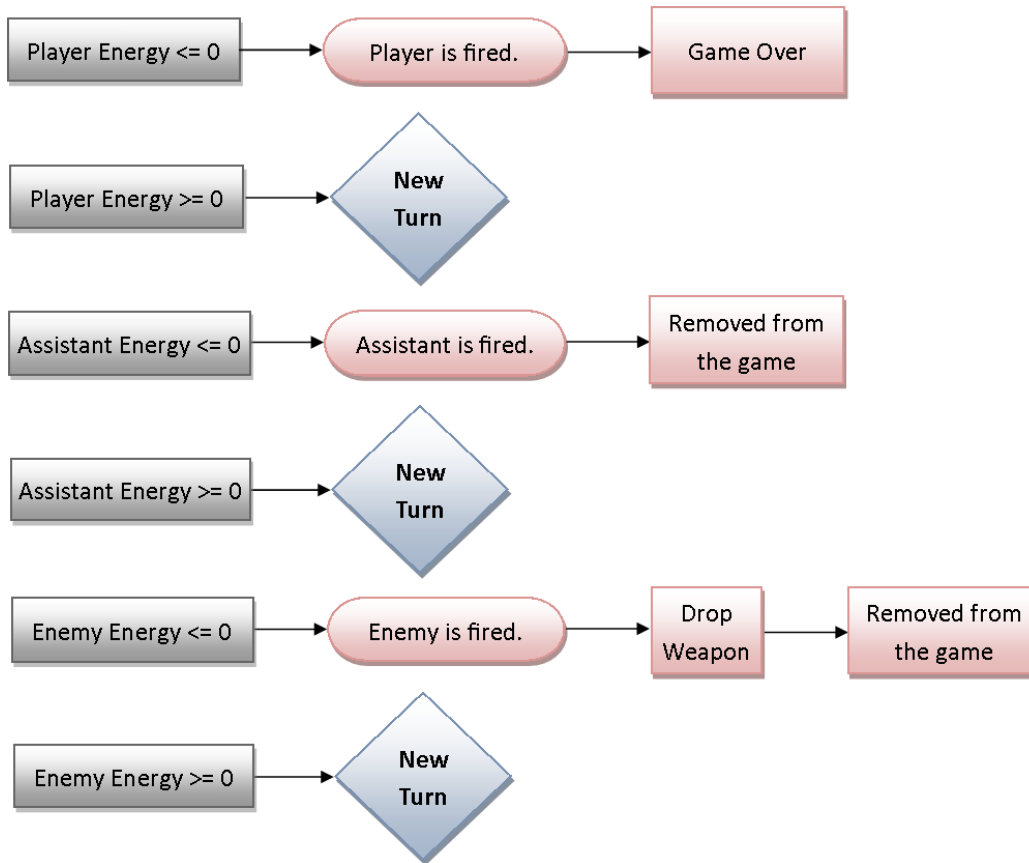
- If the player has checked all cubicles, the player must defeat two lieutenant level or higher characters in order to refresh the cubicles.

Gameplay

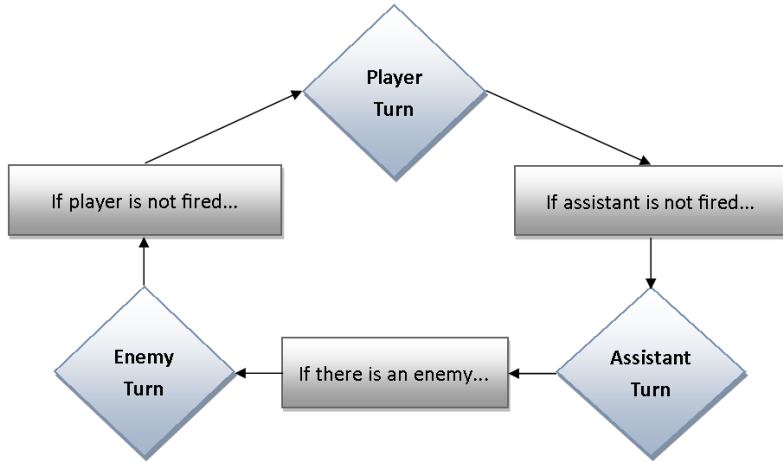
Win



Dying

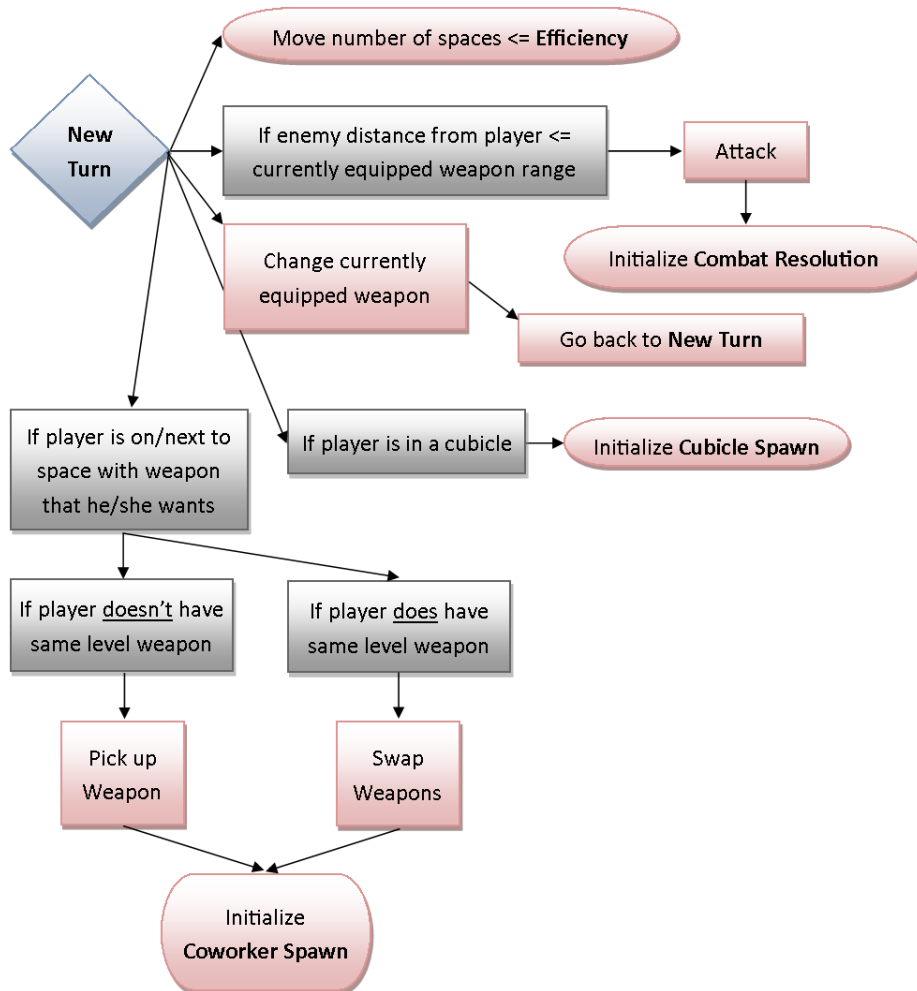


Order



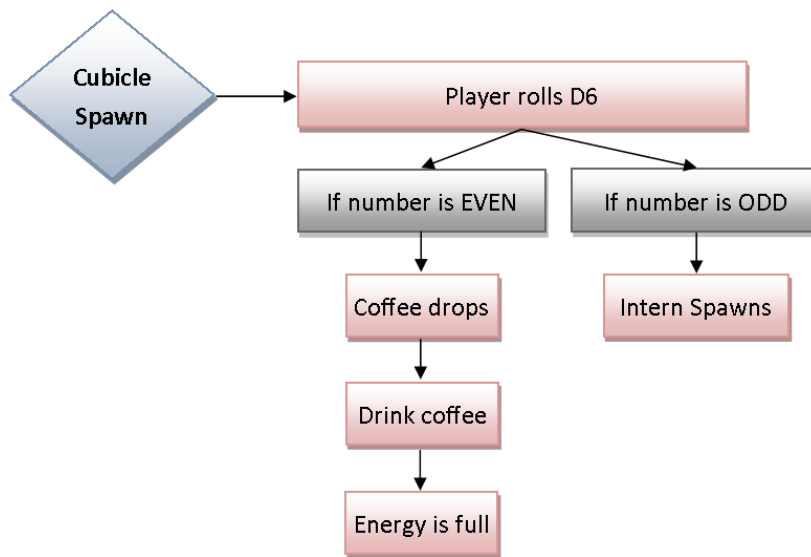
Note: Player starts first.

Turn

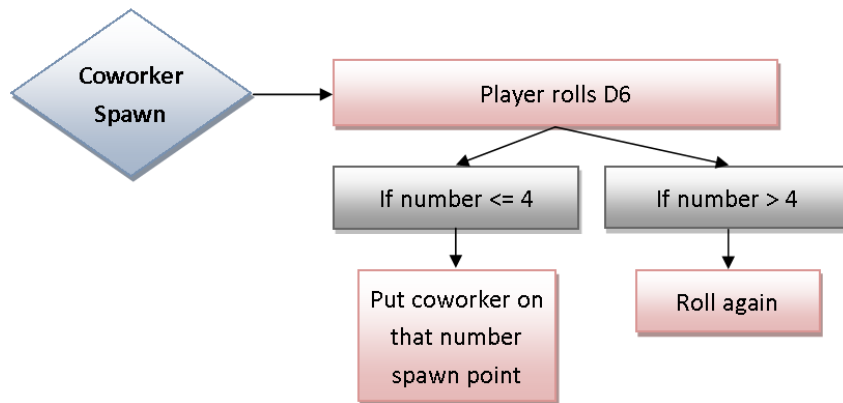


Spawn

Cubicles

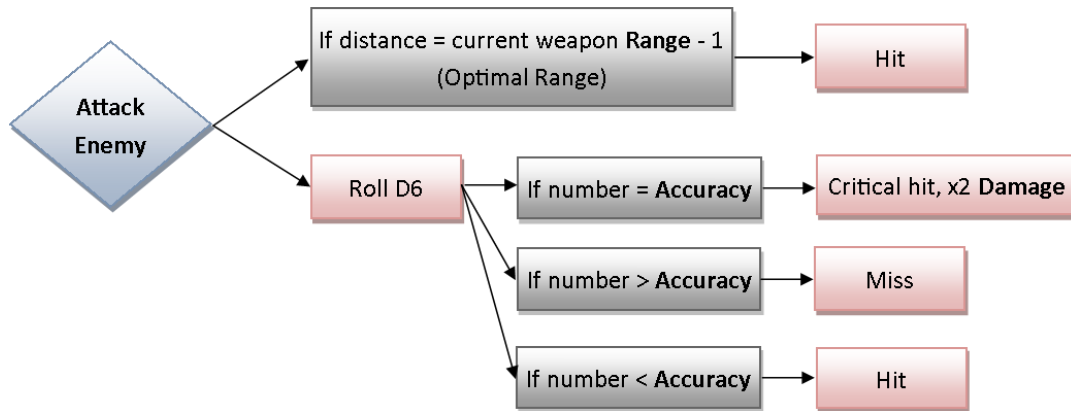


Coworkers

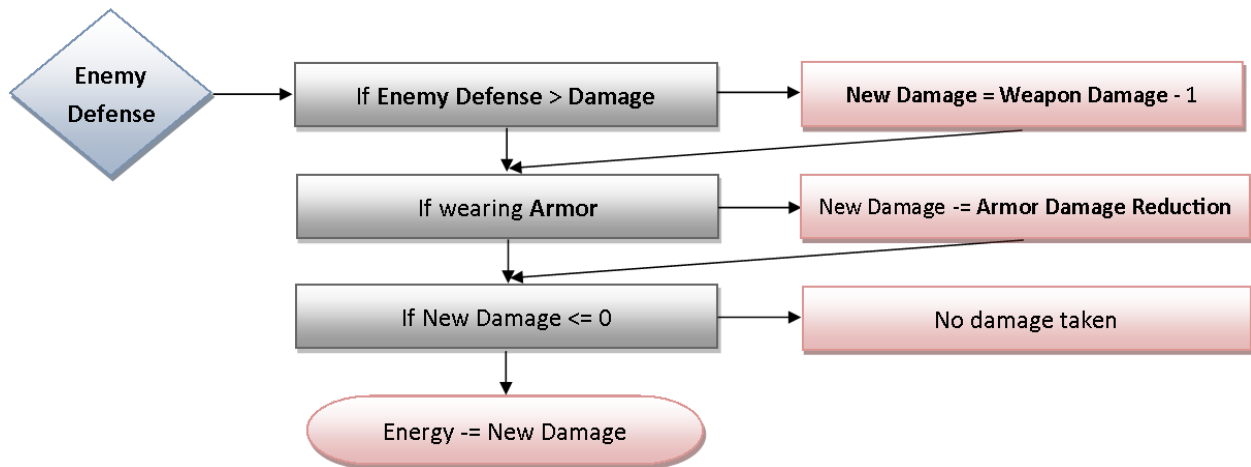


Resolution

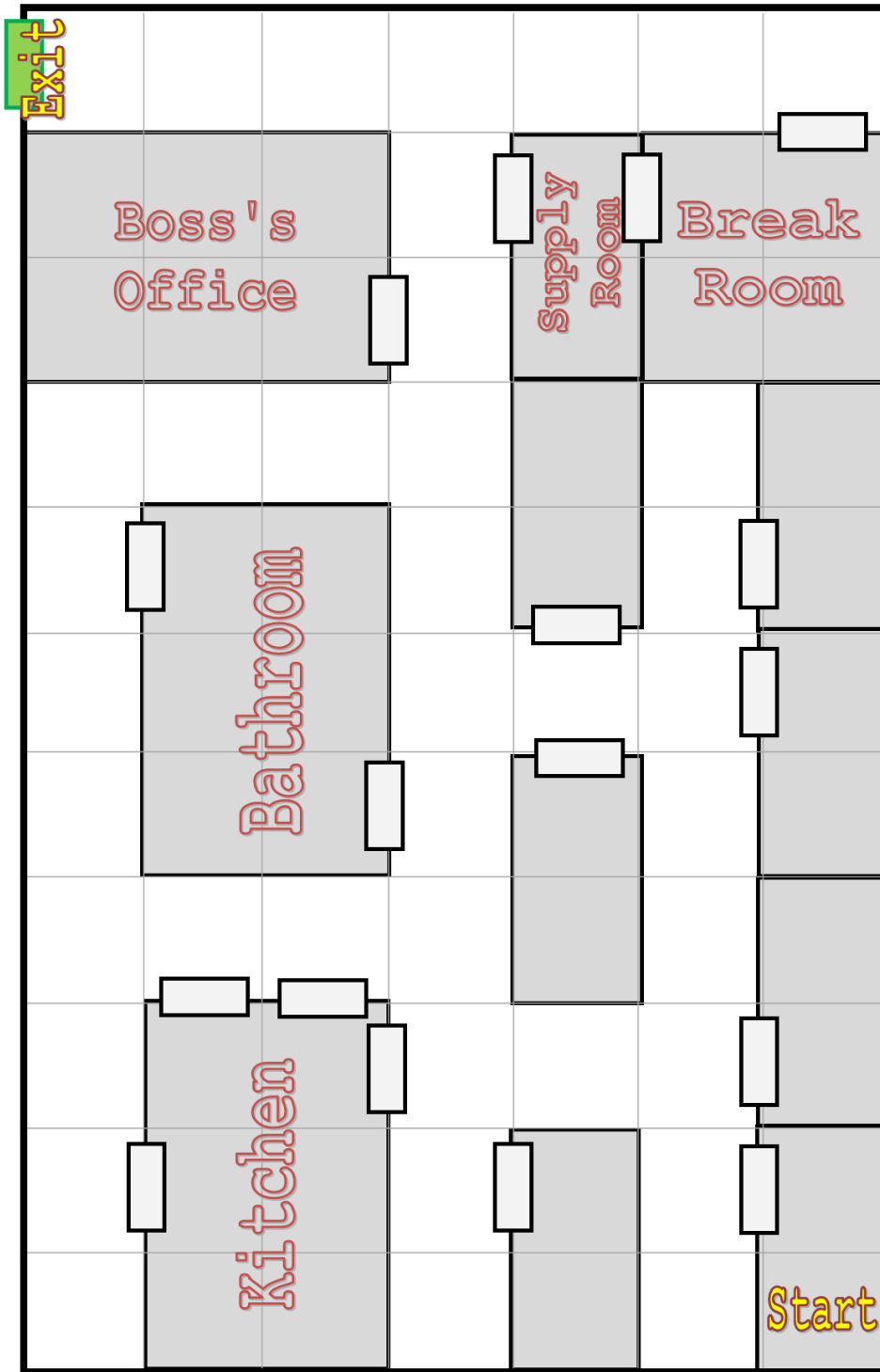
Attack



Defense



Map



Playtests

Trial	Intern Checkpoint	Coworker Checkpoint	Boss Checkpoint	Finish
1.	Yes	Yes	Yes	Yes
2.	Yes	Yes	No	No
3.	Yes	Yes	Yes	Yes
4.	Yes	Yes	Yes	Yes

Notes: Game seems easy, but I feel like the easier, more relaxed gameplay matches the more casual, quirky style. Thus, I will keep numbers as is.