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# Last Friday: Overtime

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Brawler Prototype  
December 15, 2010

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## Setting

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

Dear [Employee Name],

Here at **BureauCorp**, America's #2 producer of corporate bureaucracy, we regrettably inform you that you are no longer part of our grand family. The upper-management was informed of your recent "irritating and boisterous" behavior, the likes of which is not tolerated by this company. Thank you for your time with us. Please leave.

Sincerely,

Vice President Charles R. Stootnam

*Charles R. Stootnam, V.P.*

### www.LiveBlog.egg – New Post

**Subject:** So, I just got canned...

Dear LiveBlog,

I spent all day dolin' out the annoying to all of my coworkers—*and* my boss. Even though I got fired for it, I'd have to say that it was totally worth it. BureauCorp can kiss my rear. I'll be packing up my stuff with glee. Before I go home though, I have to go to the dang MegaFood store, and it's *always* packed on Friday nights. I *hate* the grocery store. The people there are so infuriating. I can't be held responsible for what I might do if even *one* person annoys me tonight at the store, I really can't. Maybe I should bring my trusty stapler—just in case. Lqtm. Anyway, I have to go. I'm on the company computer, and I'm supposed to be out of here by 5 o' clock. Ttyl.

Sincerely,

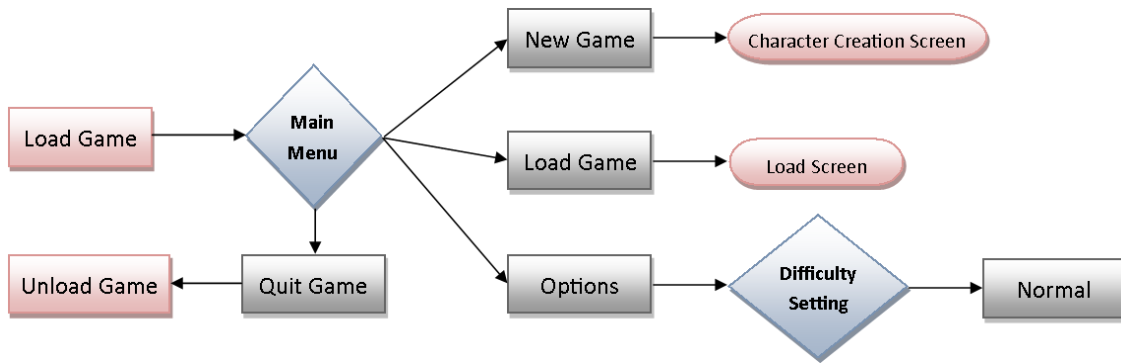
Newly Unemployed.

To Do...

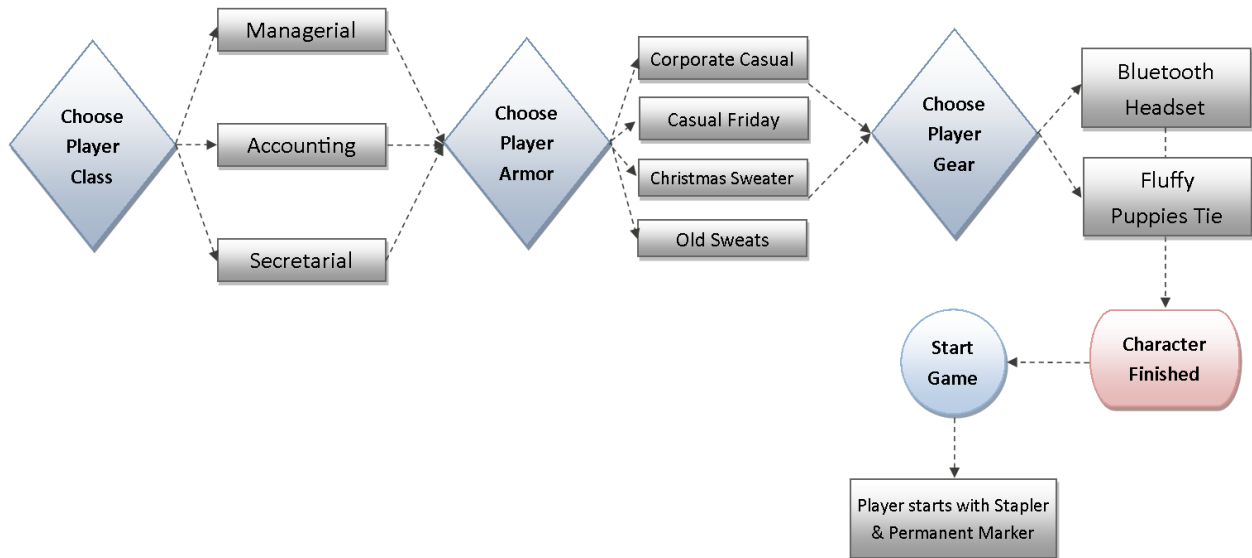
1. Mail Annual Reports
2. GET REVENGE!
3. Groceries

## UI

### Main Menu



### Character Creation



## Protagonist

### 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:

	Event	Reward
1.	Start	Player can hold 2 weapons.
2.	Checkpoint 1	Player gets a Bad Lunch and can hold 3 weapons.
3.	Checkpoint 2	Health increases by 6.
4.	Checkpoint 3	Efficiency Increases by 1.
5.	Checkpoint 4	Player gains ability to hold 4 weapons.
6.	Boss Defeated	Player gains Sarcasm.

#### Description:

The Hero's reign of aggravation has come to an end in the office. After being fired, the hero would like nothing more than to just go home already, but a stop at the grocery store is in order. It's Friday night so MegaFood is going to be packed with unruly kids and fellow coworkers. The Hero, not really feeling like putting up with even more annoyances in his/her day, has decided to continue bringing on the annoying at the grocery store. Now it's overtime.

## Antagonists

### Rampant Child

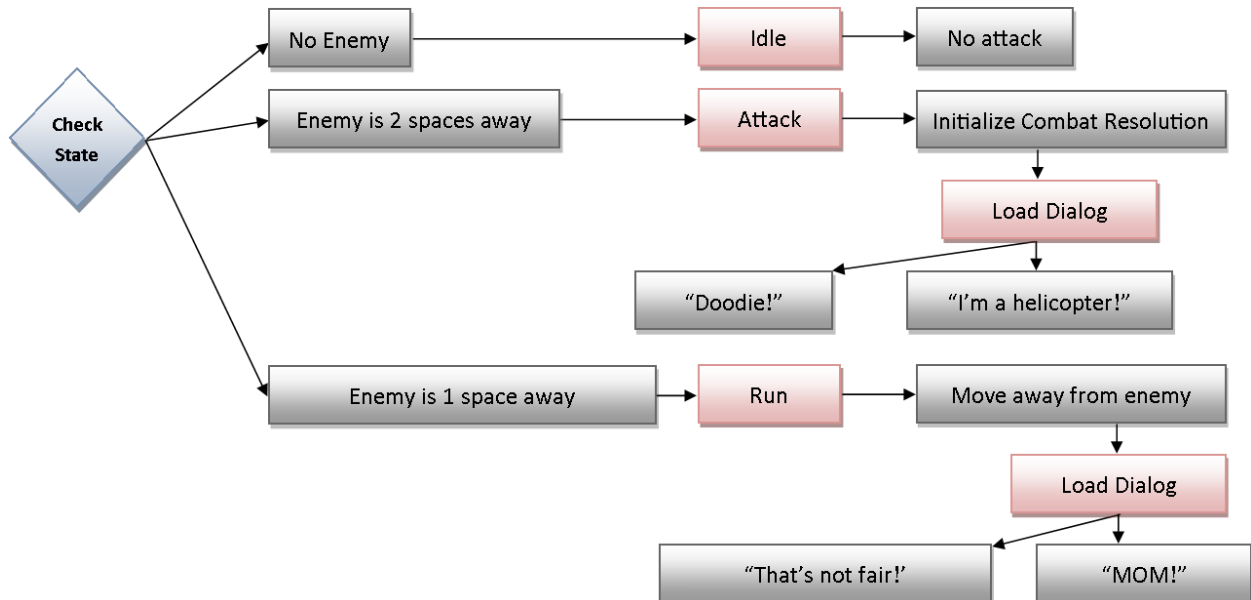
**Stats:**

Level	Weapon	Efficiency (Movement)	Energy (Health)	Annoyance (Attack)	Tolerance (Defense)	TOTAL
Grunt	Backpack	1	6	2	3	5

**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:**

Any grocery store on a weeknight is host to a plethora of rampant, unruly children. No one knows where the mothers are. Actually, no one really is sure if these kids even have mothers. Urban legends say that these kids actually sprang to life from coagulations of aged chip grease under the shelves in the Snack section. Whatever the case may be, these guys are annoying, but they're not too hard to send running to their moms.

## Coworker

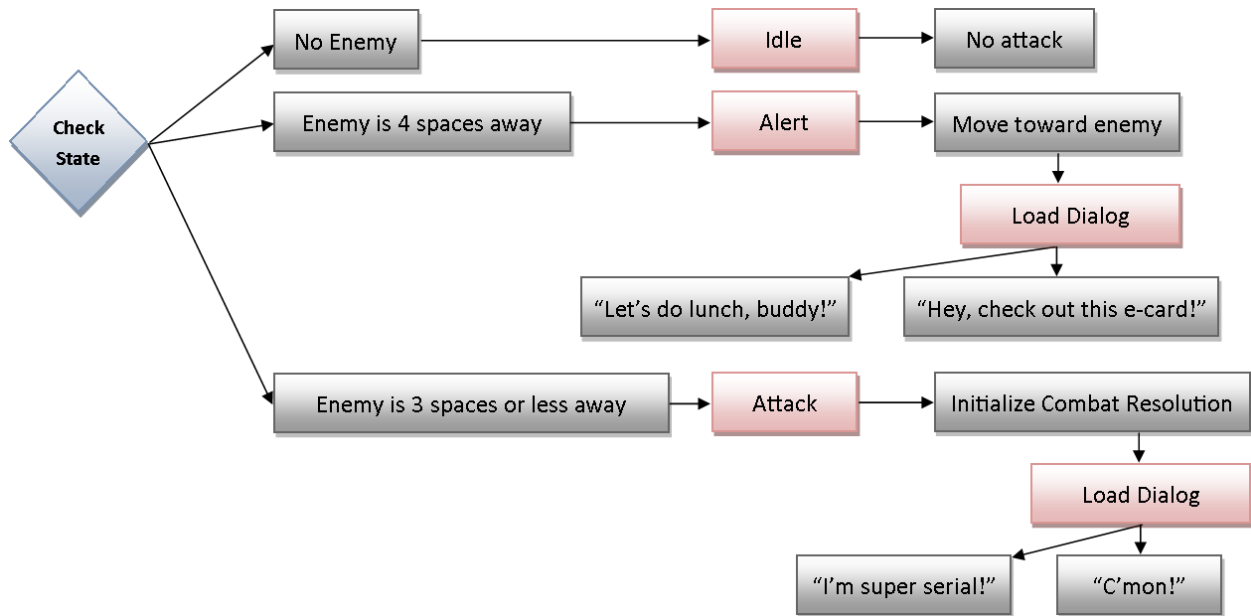
### Stats:

Level	Weapon	Efficiency (Movement)	Energy (Health)	Annoyance (Attack)	Tolerance (Defense)	TOTAL
Lieutenant	Nerf Gun	2	20	4	4	8

### 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. What's worse is that these guys even shop at the same grocery store. 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.

## Super Sarcastic Slow-Bagging Teenage Cashier

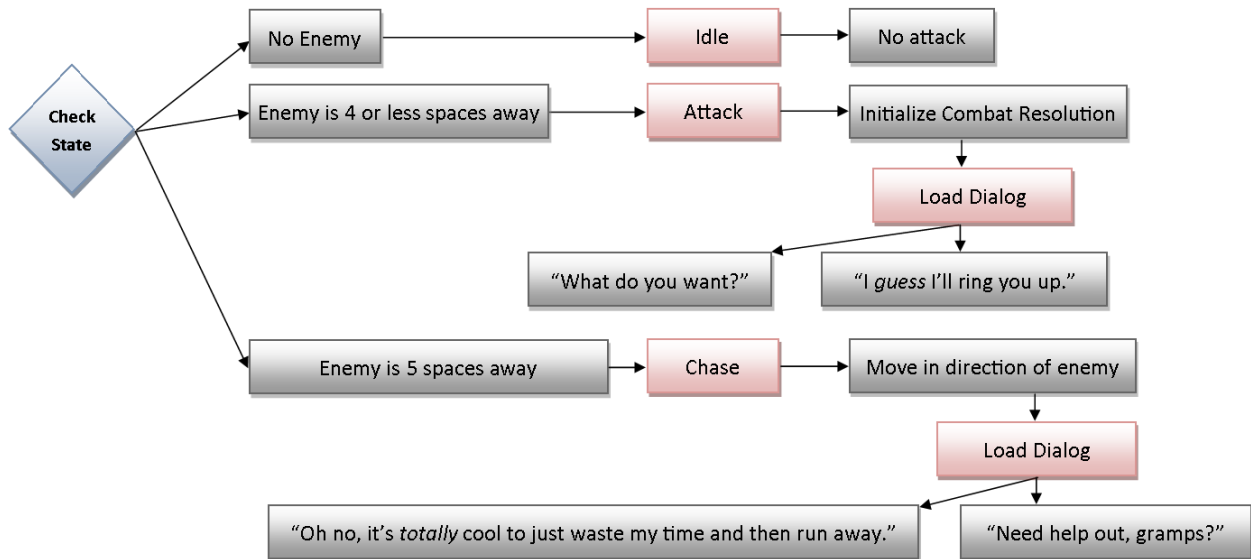
### Stats:

Level	Ability	Efficiency (Movement)	Energy (Health)	Annoyance (Attack)	Tolerance (Defense)	TOTAL
Boss	Sarcasm	1	60	8	6	14

### 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 absolute worst person at the grocery store is by far the super sarcastic, slow-bagging teenage cashier. They've got a comment about everything, and they're more than willing to share it with you whether you want to hear it or not. It's hard to know whether or not these kids even know the meaning of serious. Either way, these punks have to be dealt with, and with the right equipment, the Hero is the right person for the job.

## Weapons

### Stats:

	Name	Type	Range	Accuracy	Damage	Area*
1.	Stapler	Ranged	2	5	3	N/A
2.	Nerf Gun	Ranged	3	4	4	N/A
3.	Marshmallow Launcher	Ranged	5	5	6	N/A
4.	Airhorn	Ranged	7	4	5	N/A
5.	Dirty Mop	Melee	2	4	3	N/A
6.	Bad Lunch	Melee	1	4	3	1
7.	Oversized Backpack	Melee	1	3	5	N/A
8.	Permanent Marker	Melee	1	4	4	N/A
9.	Sarcasm	Ability	2	5	4	2

\*An area of X means that the attack spreads X number of spaces in front, X left, X right, and X behind.

### 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:

The player starts with this.

### 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 spawns in its marked spawn point in the Parking Lot.

### **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:**

This spawns in its marked spawn point in the Snacks section.

### **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 spawns in its marked spot in the Office Supplies section.

### **Dirty Mop**

**Description:**

Dirty mops are good for annoying people from slight distance. There's no telling what things these mops have been wiping up, and that's precisely what makes them good weapons for irritating people. They don't want any of it slopped on their nice, clean clothes, and they'll back off right away in order to avoid these nasty cleaning things.

**Source:**

This spawns in its marked spot in the Dairy section.

### **Bad Lunch**

**Description:**

These things usually line the shelves of the company fridges. These abandoned foodstuffs rot away inside their containers, and one crack open is usually enough to send just about anyone running. These ripe parcels are good for annoying multiple people at the same time.

**Source:**

The player gains this upon reaching checkpoint 1.

### **Oversized Backpack**

**Description:**

Usually kids have these things crammed with so much stuff that they're bulging in every possible direction. Of course, the kids with these things on are always the ones trying to push through a crowd so every person in arm's reach gets slammed in the thigh with these oversized bags.

**Source:**

This can be picked up from a defeated Rampant Kid.

### **Permanent Marker**

**Description:**

Just waving around an uncapped permanent marker is plenty to get on someone's bad side. No one wants an ugly, black scribble on their clothes. They especially don't want one on their faces. This makes the permanent marker fairly effective tool for frustration.

**Source:**

The player starts with this.

## Armor

### Stats:

	Name	Damage Reduction	Efficiency
1.	Corporate Casual	-1	+1
2.	Casual Friday	-2	+0
3.	Christmas Sweater & Slacks	-2 melee damage	+0
4.	Old Sweats	-2 ranged damage	+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.

### Christmas Sweater & Slacks

**Description:**

When you're out to prove yourself as the most annoying person in a crowded room, a Christmas sweater and some slacks in the middle of Summer is a good way to go. There's just something about that out of season apparel that makes people's jaws clench into a Grinch-like scowl.

**Source:**

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

### Old Sweats

**Description:**

There's nothing like an old pair of sweats to really make a person just flat-out not care. Someone could splatter chili all down his or her front *and* back, and it wouldn't be a huge deal. For the type of person who's not ashamed of looking like a bit of a slob, these are a great solution in dealing with the occasionally messy hustle and bustle of grocery stores.

**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.

## Drops

### Weapons

Weapons are automatically spawned in the designated spawn locations marked on the map with W's. Specific weapons spawn in specific areas. They only spawn once.

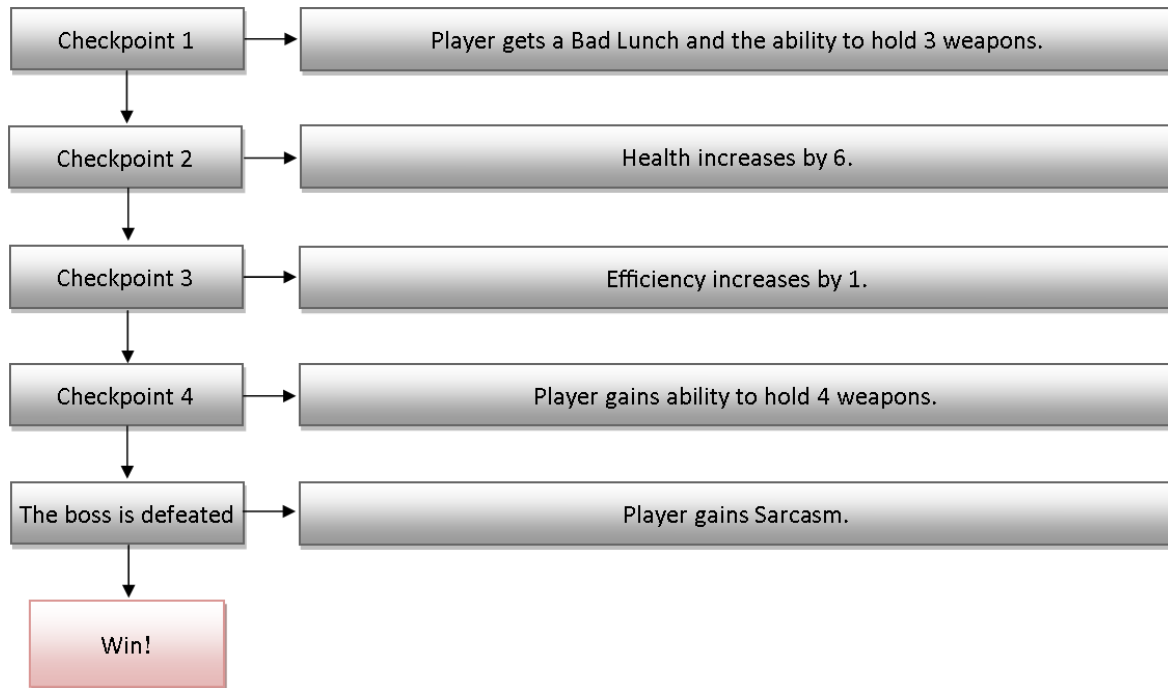
<b>Location</b>	<b>Weapon</b>
<b>Parking Lot</b>	Nerf Gun
<b>Dairy</b>	Dirty Mop
<b>Snacks</b>	Marshmallow Launcher
<b>Supplies</b>	Airhorn

### Free Samples

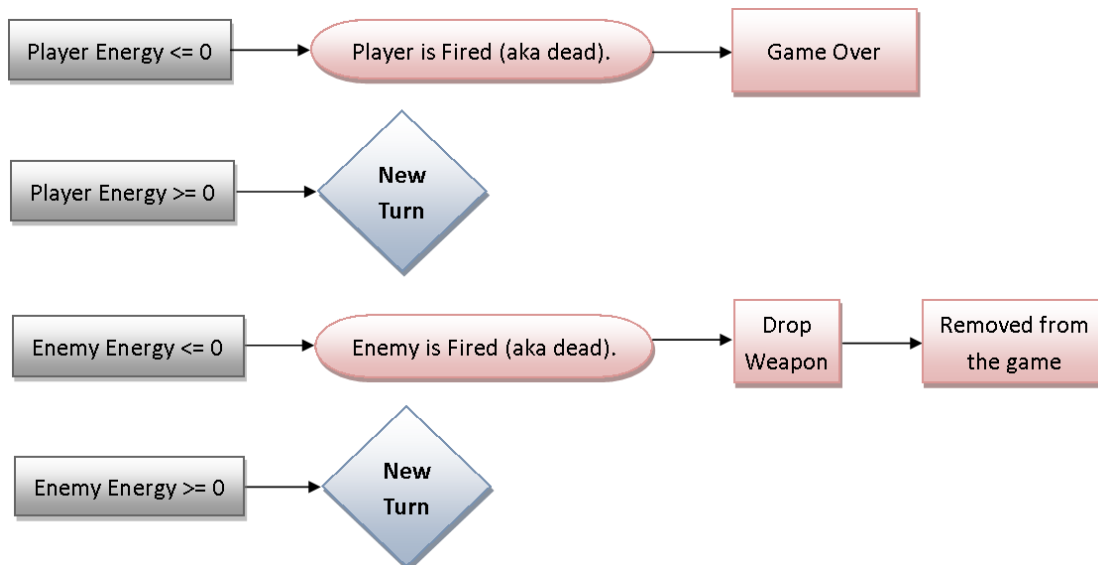
Free Samples are given away at Food Stands. It's MegaFood policy to only give one Free Sample per customer, so only one sample can be taken from a Food Stand. These samples replenish energy in full. They are marked on the map with F's.

## Gameplay

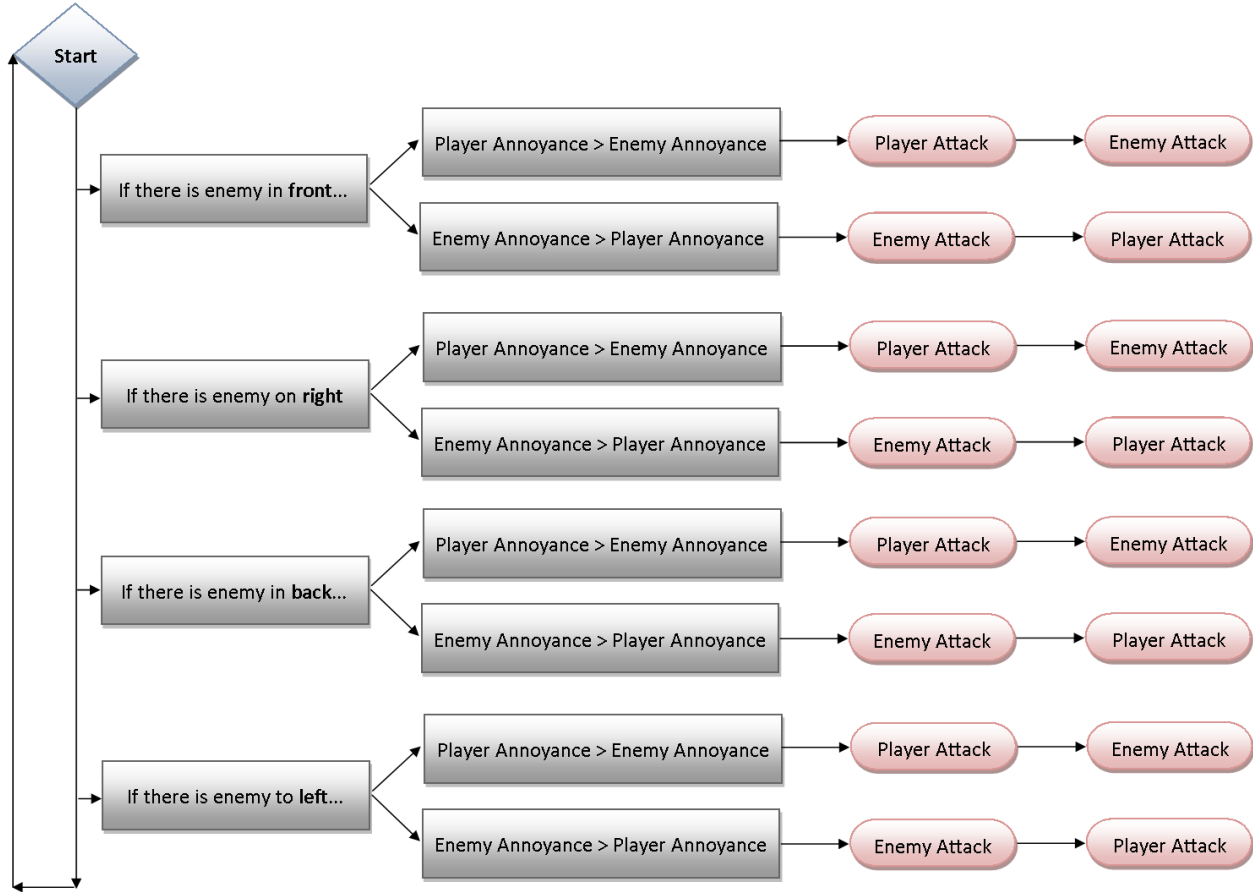
### Win



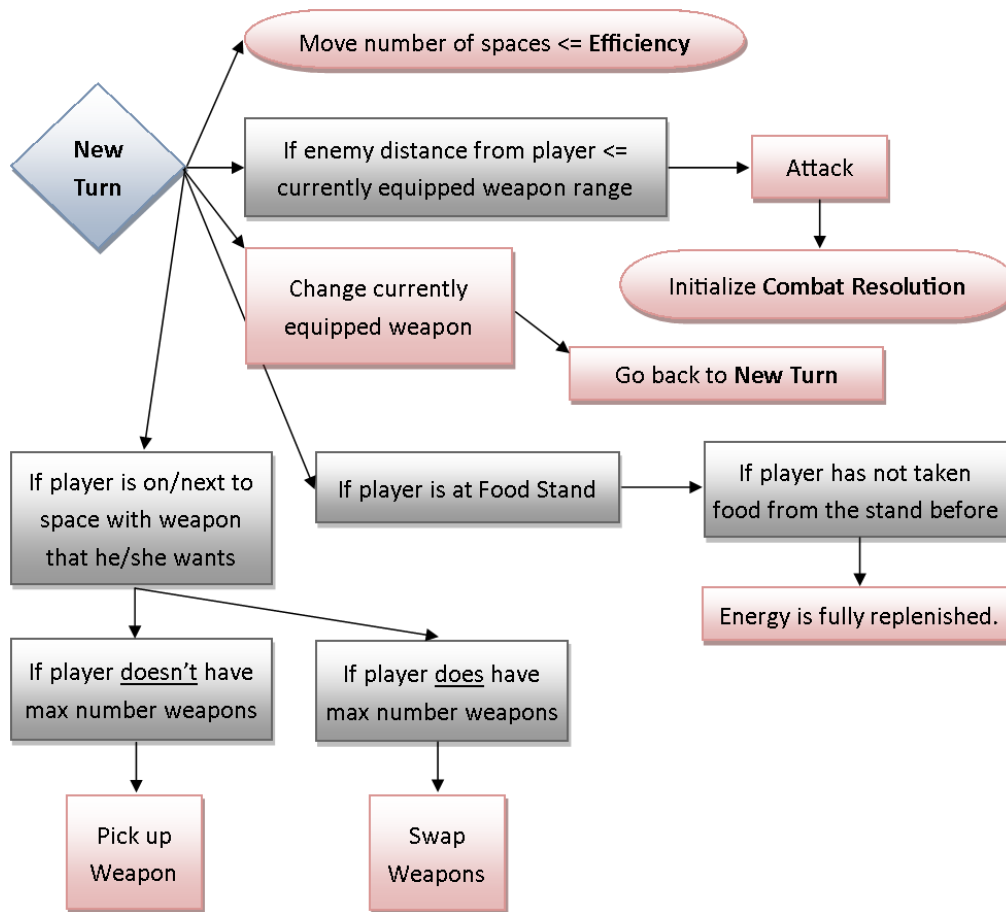
### Dying



### Order

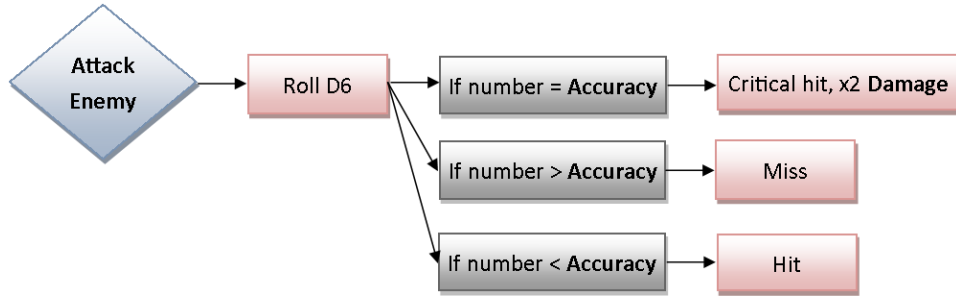


## Turn

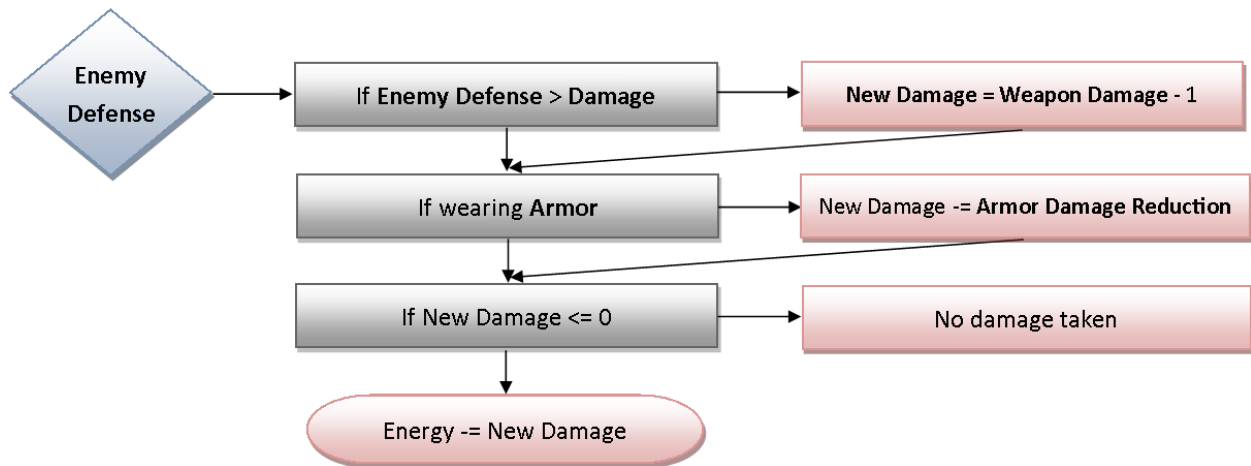


## Resolution

### Attack

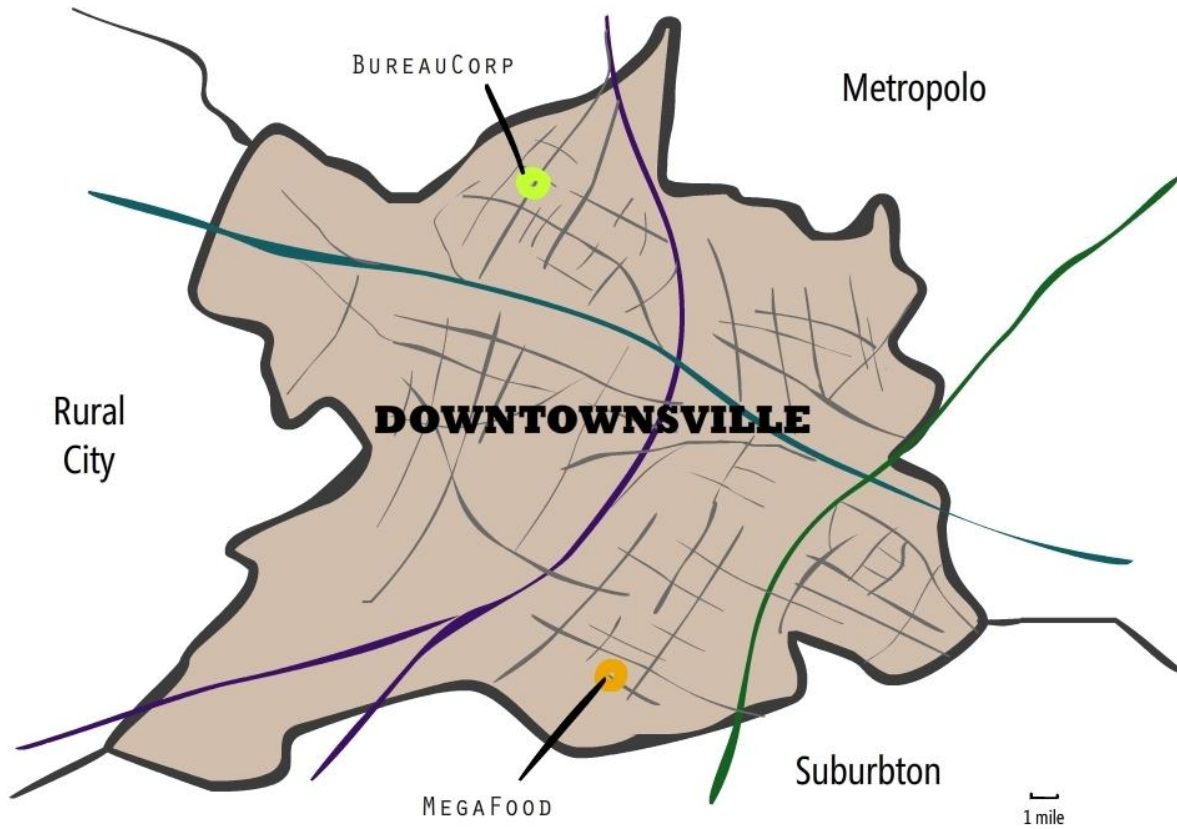


### Defense



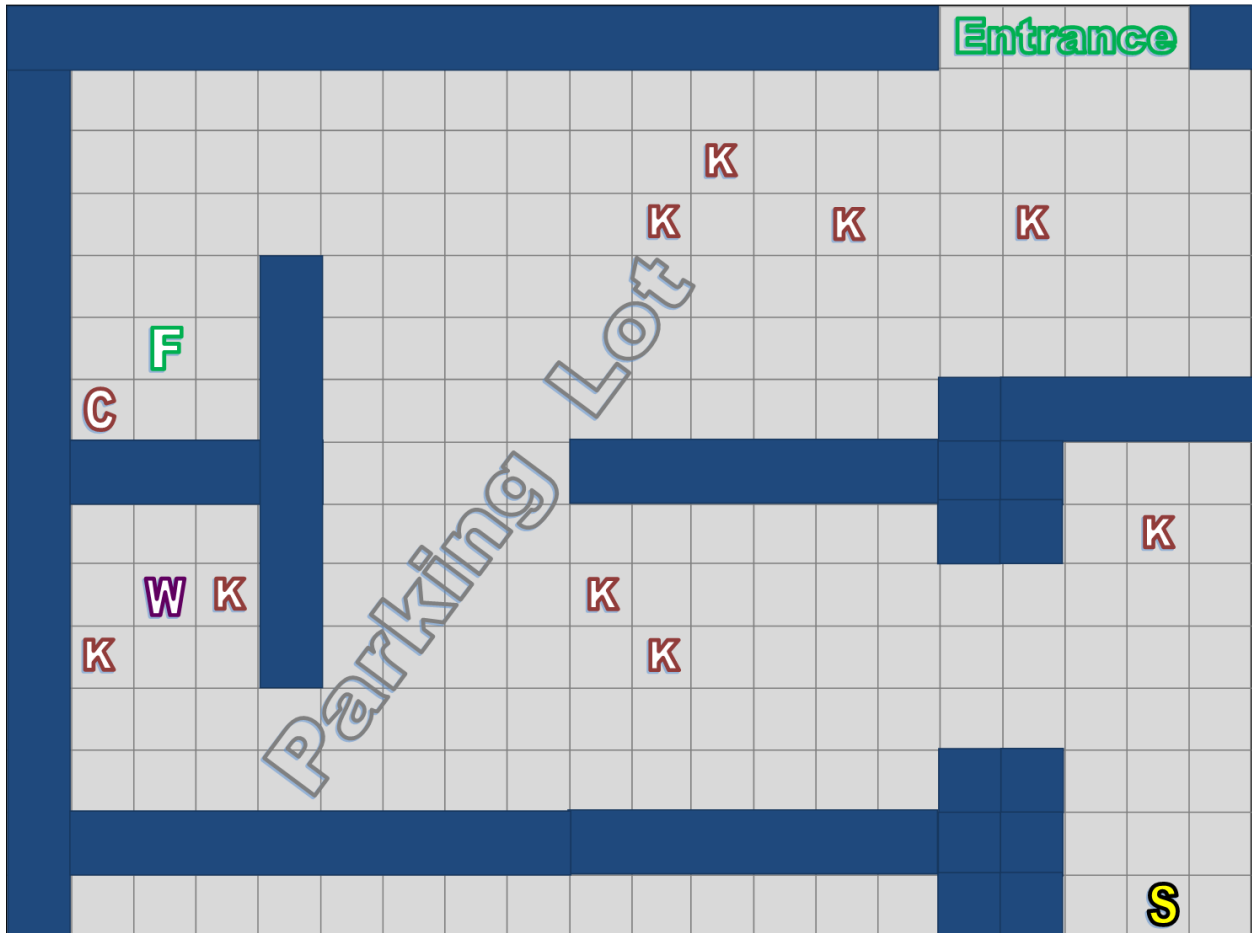
## Maps

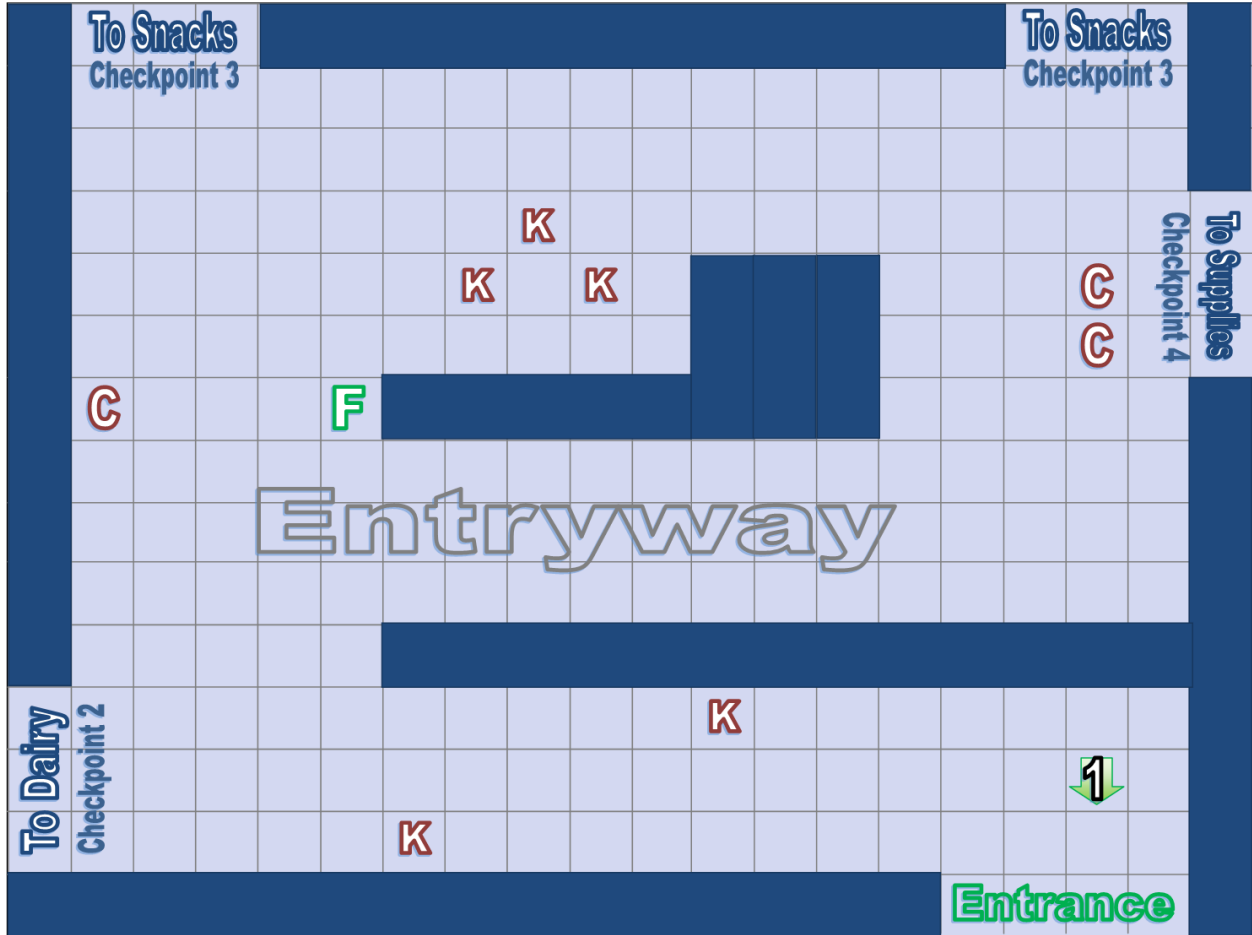
Downtownsville (World Map)

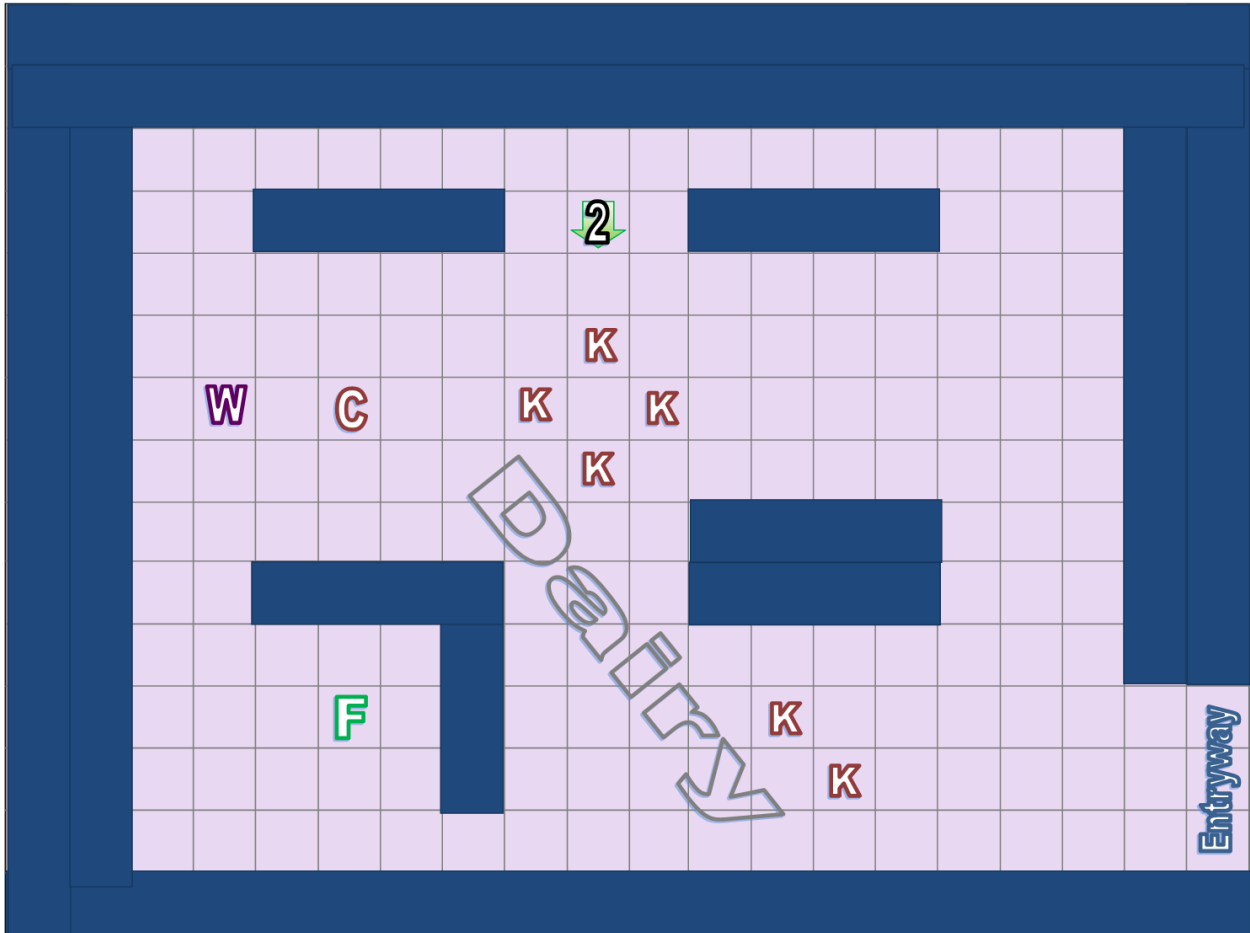


Grocery Store (Game Map)

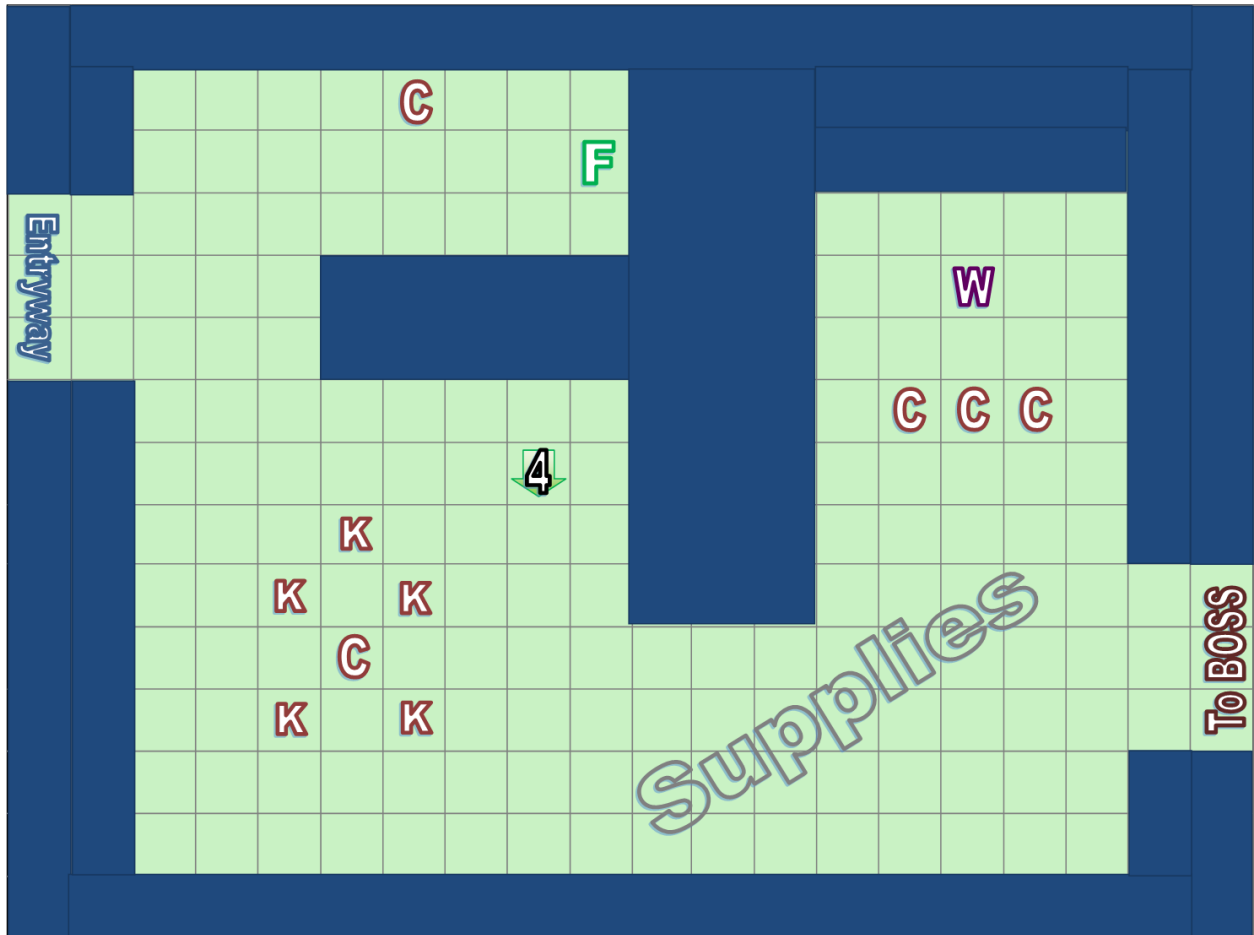
Legend	
	Player Start
	Checkpoint
	Food Stand
	Weapon Drop
	Kid
	Coworker
	Boss



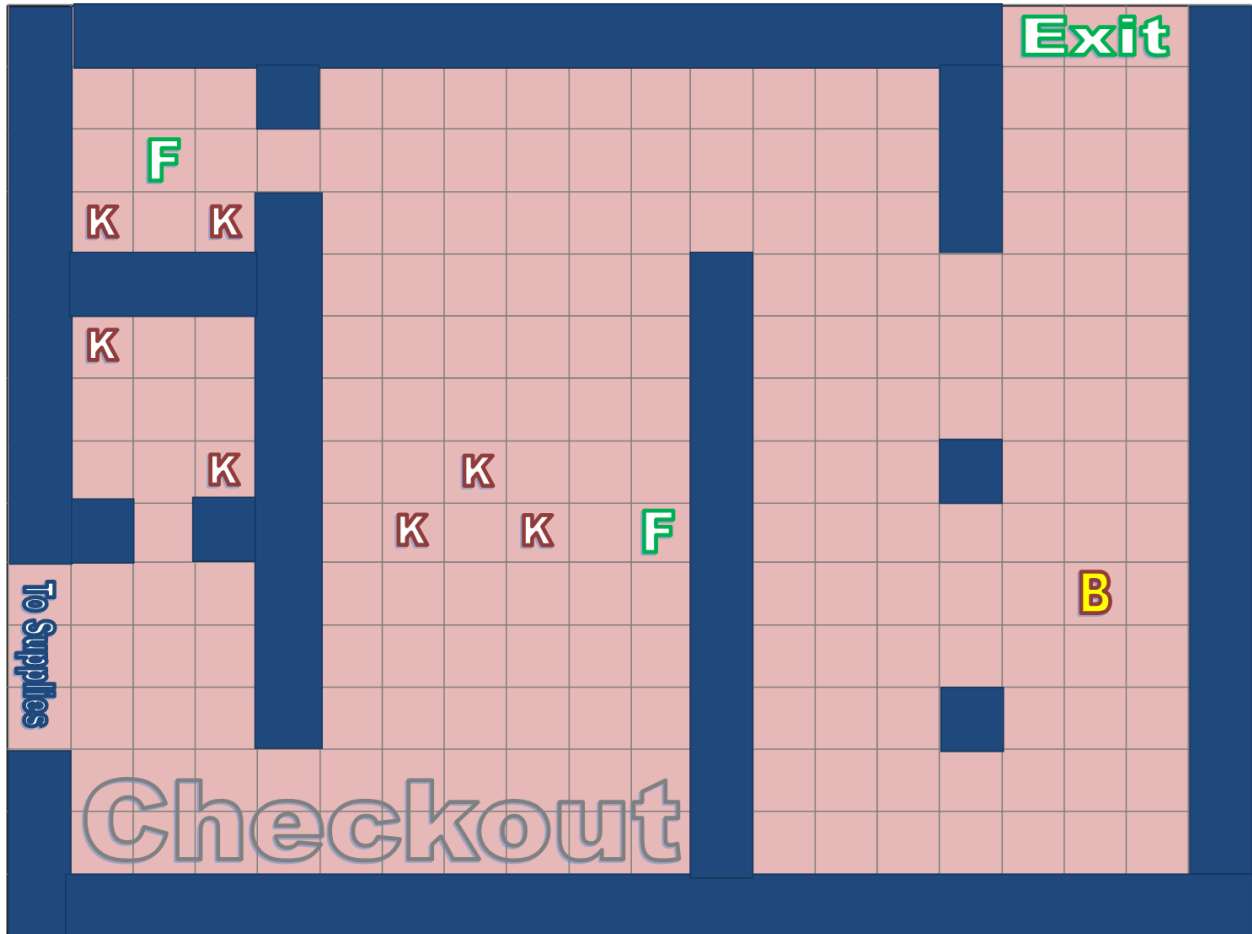








Checkout (Boss Stronghold)



## Playtests

<b>Trial</b>	<b>Checkpoint 1</b>	<b>Checkpoint 2</b>	<b>Checkpoint 3</b>	<b>Checkpoint 4</b>	<b>Finish</b>
<b>1.</b>	Yes	Yes	Yes	Yes	No
<b>2.</b>	Yes	Yes	Yes	Yes	Yes
<b>3.</b>	Yes	Yes	Yes	Yes	Yes

Notes: The game's still easy. Again, it's a light-hearted casual game, so I'm okay with that.