Zoofice

Vers. 0.1.0
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Abstract

Enough! You can't take it anymore! It's time to stick it to your boss, Mr. Otterson, as you bash office equipment, infect nearby PCs with malware, and spill coffee all over the place. Just make sure you don't get caught!

Design Statement

There's a slight difference between a game and an experience, and *Zoofice* aims to combine both. You have a mix of *game*, where there is a set goal and a way to get to that goal, but you also have the therapeutic *experience* of living out your fantasy of dealing with a particularly bad day of work (completely wreaking havoc and destroying everything around you, that is).

Audience and Context

Video games can offer an outlet for people to vent any frustration or anger they may have, and *Zoofice* targets those people. It gives people an environment where they can do no real harm, and offers some comedic relief as well; the game appears low-poly and low-effort, with the whimsicality of woodland animal characters acting as coworkers.

Features Include:
- A violently therapeutic experience up close in VR
- A low-poly art style with visuals using vibrant colors
- Limitless options for gameplay

Core Gameplay

Basic Mechanics:
- Use the baseball bat, flash drive, and cup of coffee to destroy anything and everything in sight.
- Hide in a cubicle or switch to a safe object like a cup of coffee to avoid your boss catching you destroy things.
- Get out of the office unnoticed with the highest amount of property damage you can get.
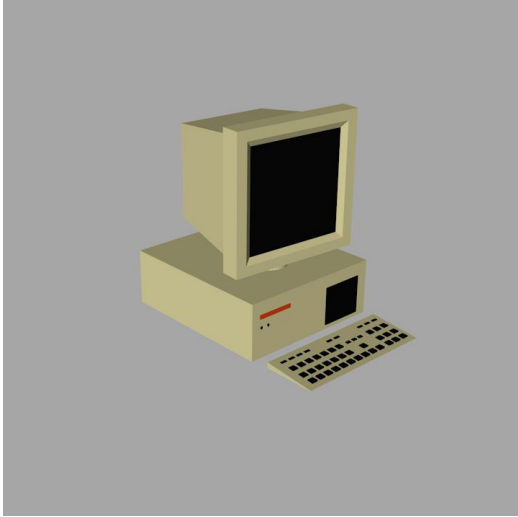
Look and Feel
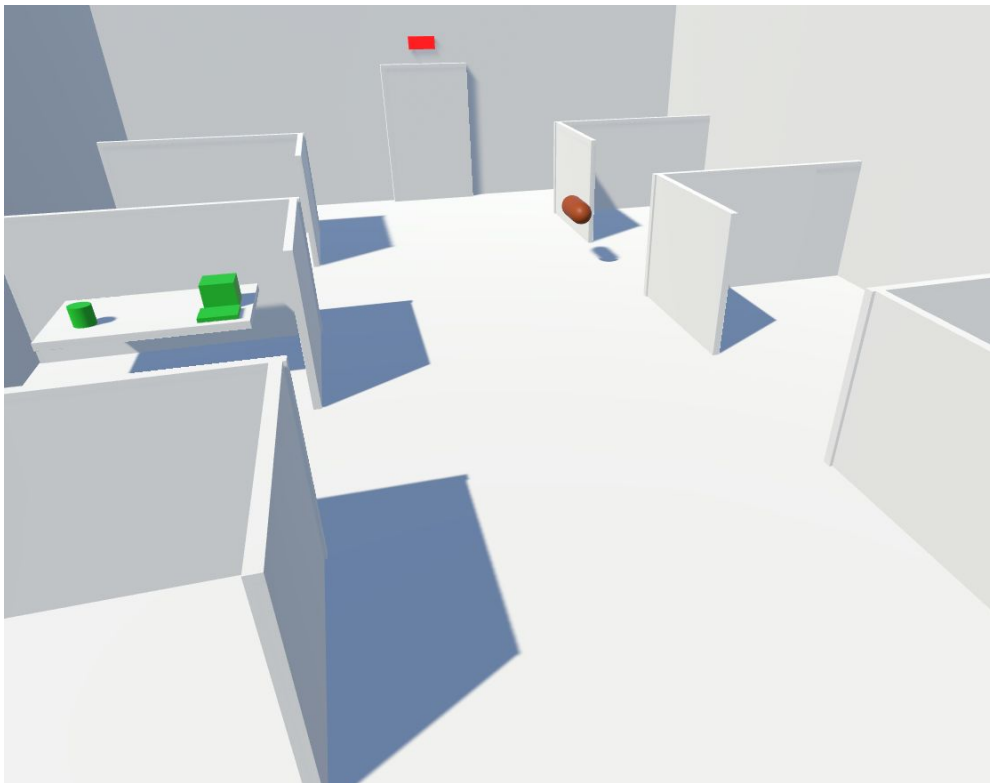

Otter Character (Our Wonderful Boss)

Fox Character (Dave from Accounting)

Look and Feel cont.


Computer Model (We've had these since 2002)

Prototype Office Layout

Sounds + Music

The game's audio will consist of ambient office noises, like phones ringing, light chatter, clacking computer keyboards, and so on. This will take the place of the music completely.

The otter boss will have an audio source attached that the player will be able to use to determine how close or how far away the boss character is.

Maps and Game Flow
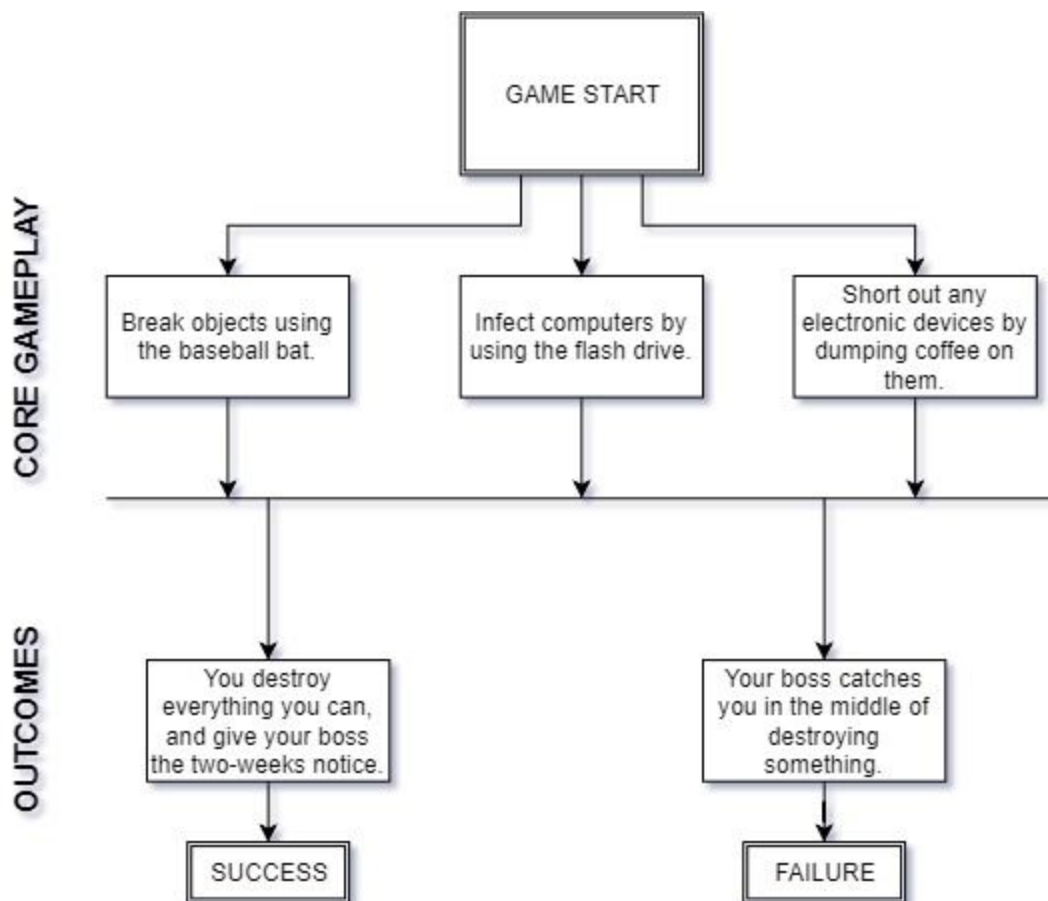
Game Play Scenes

Coming soon.

Conclusion / Future

Coming soon.