IEEE GameSIG Intercollegiate Game Showcase 2013

Game Overview:

I Hate My Job

One-Sentence Description
Imagine: you’re working an unfulfilling job as a cubicle monkey for a soulless corporate entity and you get “let go”, so as an act of retaliation after years of “service” you wreak havoc on company property and evil middle-management.

List of Team Members and Their Schools
Matthew Allen - UC Irvine
Chris Berizko - UC Irvine
Bryan Farrell - Chapman University
Juan Carlos Mejorado - Riverside Community College
Joseph Meraz – Santa Ana College
David Daniel Reynolds - Chapman University
Nick Saucedo - Chapman University
Dylan Schaiterer – Santa Ana College (alumni)
Matt Smith – Cal State Fullerton

Target Platform and Audience
Target Platform(s): Windows PC, Mac and mobile devices, specifically Android and Windows phone 7
Target Audience: Quick $1 app market, specifically for those people wanting to get in and out of a game quickly and enjoy playing games in the bathroom. This game would most likely be suited for at least teens due to the nature of the violent content.

One-Paragraph Summary of Gameplay and Objectives
You play as one of five people: Cubicle worker, IT worker, HR guy, Accountant, and Receptionist. Your goal is to cause as much havoc in the office as possible in the given time limit. Points are awarded for the amount of damage done. You can use items around the office as weapons against objects and enemies including bosses. Each level will have a minimum point requirement that the player will have to meet in order to progress to the next level.

Key Features
- Destructible environments and objects
- Point system that reflects that amount of damage done to the environment and enemies.
- Varied and deep weapon system planned, each with unique and multiple uses.
- Possible first entry of a series of games that feature employees wreaking havoc at mundane jobs.
- Original art and sound developed entirely by our team of artists and musicians.

Thumbnails of Game Art

Third-Party Credits
3DS Max, Adobe Photoshop, Adobe Illustrator, Ableton Live, Unity 3D

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YouTube Link
http://youtu.be/EAU2QcacIb0

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