Devil's Secretary

Game Design Document

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INTRODUCTION:

Devil's Secretary is a VR office simulator for the computer that brings hell to you as a human forced to work for the top devil of hell as you go around his office cleaning up his messes and scheduling his meetings as well as managing his force of office workers.

DESCRIPTION:

Being a Secretary in the Human world is a tough job, but you go above and beyond. Ever since you got run over by that tractor, you have been looking for a job in Hell that would suit your abilities, working just enough to not get yelled at. That is where your new boss comes in. He pulled you out of the pits of Hell and put you in a blood-stained suit and tie and sent you to work, keeping his work life simple and easy.

From there, all you have been doing day in and day out is taking care of his daily chores around his office. From calling his victims and setting up dates to when they can get their souls ripped from their body, to scheduling meetings with the Higher Demons of Hell, you have been busy. No thanks to Kugo(the Boss's dog by the way, still do not know what breed of Hell Hound it is though…), who keeps making a mess of the place pulling human corpse back and forth across the floor, which you have cleaned numerous times already, on your hands and knees. On top of that, keeping the office workers in check is a handful as well! How hard is it for a soul to sit and do mundane tasks day in and day out in their cubicle, just as they did when they were human!

Do not forget about the boss though. Make sure not to tip the coffee pot over on his hands while you pour his coffee, and do not forget about his wife. You know how he hates being interrupted when he is dealing with clients, and she is a big interruption! And do not get me started on HIS BOSS! You must keep dodging those calls or else he will think he is invited here, and that is not what you want at all is it Just make sure to keep the place tidy and the work rolling, or else Boss will make sure that you start rolling. Why do you think he was looking for a new secretary anyways? I mean look at me! I worked here for 5 years and one wrong move and I am a skull!

KEY FEATURES

- Hellish VR simulation

- Change boring secretary work into a race against the clock

- Choose who and when your Overlord meets

- Take on rigorous assignments and taxing jobs around the office

- Be berated by a Co-worker from the past who will lead you in the right direction!

- Lure lost souls into the confines of your pencil sharpener!

GENRE:

The game is a job simulator. The sub-genre is demonic horror/ office fun.

PLATFORM:

Target platform is the computer for now. It will be only for VR applications. Possible platform for consoles in the future.

SIMILAR GAME:

Job Simulator VR

Actions: You will use your controller to move around the room, using them to pick up weapons to put the workers back in place, as well as objects to help progress your job.

Rules: Do not mess up your job, or else you must restart. Difference with mine is if you mess up too many times you get killed.

Goals: To complete all the tasks for the job. Instead of giving one set of tasks to complete my game gives multiple jobs you must complete around the room, making movement a purpose.

Objects: The objects will, in a sense, be similar, but the tone and view of the objects will be completely different. My genre will be more devilish than others. Simple stuff such as pencil sharpeners, rags, books, phone, and such with a demonic twist to their design.

Play Space: The play space is the office space your Boss oversees. Using the VR headset, you will explore this office space to complete your tasks.

Players: There will only be one player, which is the exact same as job simulator. A multiplayer element for my game would be a lost soul trying to stop the main character from achieving his tasks. Messing

him up along the way.

OBJECTIVES:

The objective of the game is to survive working for the Boss, while excelling at your job that you have so you can survive and escape from this Hell. You will be playing solo, but there will be ghost times of other players for the activities that you do, so you may try to beat that as well. The purpose of reaching these objectives is of course winning the game, but you can also try to get the highest score when it comes to the minigames. Other objectives would be the minigames themselves, not spilling the pot, organizing the shelf correctly, and harvesting souls. So on and so forth. The purpose of these is to make it through to the end of the game and escape your new job.

MECHANICS:

The mechanic of the game is an VR mechanic. You will be using the headset and controllers to explore the space around you and complete the tasks given to you, as well as capture wandering souls using weapons of mass destruction.

RULES:

1. If the player fails his task, they will get a mark on their record. After you get 3 marks in one day you will be told to leave. Being told to leave 5 times will result in a game over, with the player being killed by their boss.
2. Each minigame will have a certain set of rules, with failure being possible for all.
3. For the Schedule minigame, the player must put the correct listing in their time slots after hearing the times from their boss. If you fail to put them in the correct spot, you will get a strike. Memory focused activity.
4. For the Bookcase minigame, the books will fall off the shelf after the boss walks by. The player must pick all the books up and put the back on the shelf in their correct categories, as well as alphabetically. If the boss comes back over before you are done, you will get a strike.
5. For the Dog minigame, the player must catch the dog in order to feed it. If the dog causes more messes to occur than already were made, then you get a strike.
6. For the Soul Evaluation Minigame(Main focus this semester), the player will walk within the company space making sure all the souls are working. If there is one not working, you will capture them and send them back to their desk to work. If you fail to do this in the allotted

time, the Boss will appear, being seen by the Boss is an instant strike, and failed task.

7. For the Phone minigame, the player must answer multiple phones while keeping track of the information coming through. If any of the information is vital, the player must save that information for later use. If a call is ignored and goes through to the Boss telephone, the player receives a strike.

CONTROLS:

The controls will be the VR, with the trigger on the right hand being the firing mechanism for the staff, the grip being how you interact with object, and the two analog sticks used to move around the space.

STORY:

You are the main character. You are a human who has their soul taken from them and forced to work for a Devil in order to reclaim it. If you are successful with your job, you will get your soul back and be allowed to return to the Earth. The boss is your, well, boss. He is a Higher Devil trying to make it up in the world with all his capabilities, using you to get simple tasks out of the way. The previous secretary is also here, now in the form of a skull. He will mentor and help you try to complete the tasks correctly, depending on how hard you want your new life to be. Other characters include the Boss's wife, who will come in and distract him from his work time to time allowing you to accomplish tasks slower and with more mistakes, but will also point out mistakes that the Boss might not have noticed. The Boss also has a boss, who will call and try to make his life even more Hell from time to time, increasing his anger and making mistakes easier to occur. Kugo is the dog of the office, causing a ruckus and destroying your hard work as you go along. Making a friend of him will stop this from happening.

Your task as the main character is to retrieve your soul. After selling it to the Boss for an extended life, he forces you to work it off after he loses his previous secretary. Doing a good job and helping him through the pressing time will result in the return of your soul, thus allowing you to leave and live your immortal life. Failing to do so will result in your endless torture for the remainder of your days, which is eternity since you decided to become immortal. Skully, the previous secretary, is here to teach you the ropes and help you stay alive, but he may not be as helpful as he seems…

GRAPHICS STYLE:

Art style will be cartoony, like Job Simulator. It will have a demonic feeling to it, but overall be

simple cartoons and have a sense of goofy nature to it. The colors will be bright and vibrant, giving off the feeling of warmth since you are in a hot place. The mood will try to be fun with seriousness only there at times, keeping the atmosphere fun throughout the game. The reason I chose cartoon instead of more realistic is not only for the fact that it would be easier to create, but the game will have a sort of fun atmosphere to it. Having too realistic graphics would draw away from that, making the atmosphere I want to create different than what is presented.

CHARACTERS:

The main character will be human. Most of their appearance will not be seen, but you will look like a secretary. They have sold their soul to the Boss and are now trapped in Hell until they get their soul back.

The Boss is a Devil, who is wearing a suit and tie. He is red and towers above the character. He is quick to anger and will lash out at anything around him, making working for him Hell on Hell.

Skully is the previous secretary, now just a skull sitting on the bookshelf. He will help the player through the tasks but will always want something in return for it.

The Boss's wife is a female succubus who stops by from time to time to see her husband. She will distract the Boss as well as try flirting with the player if the Boss is not around, distracting them as well.

Kugo is the Boss's dog, a Hell Hound in the shape of a cute and fluffy dog. He will terrorize the room, but the Boss will never reprimand him for it since he is so cute.

The Head Boss is the leader of Boss's organization and will call sometimes making Boss do things he does not wish to do. He has never been seen outside his office, so nobody knows what he looks like.

DEVELOPMENT DIFFICULTIES:

Other than creating the graphics, I believe that the hardest part of the game is putting all the minigames in at the right times. Not only is there going to be a ton of code for each minigame, they will have to be put in at certain times and still flow completely around them while you are doing them. It will be hard to make them seem like they are happening at real time, as well as making it so the game takes you to a whole new screen each time you play one.

DEVELOPMENT SCALE:

Smaller:

The minigames could be scaled back, making them easier or less maybe. The whole idea could be taken back slightly, making it easier to make or making it simpler overall. The idea is good, but I keep adding more and more on to it, so if I wanted to look simply having a few things instead of a whole huge number of things to do would be easier. The whole idea is a huge game that could take years to actually complete, so in order to do what is needed I would have to focus on finishing the main room and polishing some of the minigames to completion, instead of trying to make a ton of them and throwing the games all over the place, while having most of them not completed or partially done.

Larger:

The minigames. I could make them so much more extravagant than what they are as of now. They could be harder to do and have more aspects to them then what they have now. They could make the player go other places and do other things instead of just being inside this one room. Make the player go out to Hell and buy groceries or something like this, have npcs who you can talk to. The whole idea is big as it is now, so adding more would just increase the play time and make the story more interesting. Making the story an actual story instead of a side note would be fun too. Making it so you help your Boss rise in Hell to be the top dog, which you are then rewarded your own throne in Hell and slowly become similar to the Boss and a demon throughout the game would be very interesting.

APPENDIX 1: Ten Ideas:

1. Demon's Secretary/ Assistant – Follow a demon around and arrange his business transactions story/Sim
2. Monster Simulator- Live life as a Goblin/Kraken
3. Treasure Hunting/ Archeology- Go around world finding past
4. Build Historical dream team to help get you past your final
5. Lancing Battle/ Being his caddy
6. Surfing a Tsunami
7. Skeleton trying to fit into human world
8. Paranormal Fighter VR
9. Pirate Ship Battle VR
10. Harvesting a volcano/ Mineral farming in dangerous places
11. School Brawl- like Mortal Kombat, but with school supplies
12. Platformer- Use magic/tools to move around the map. In search of Items
13. Cook off- 2 chefs go head to head
14. Worshipped as a God but you are just a normal dude