Co-Worker loop ideas

Draft 4

Contents

1: The Drink machine.

Co-Worker: Gary

Loop Summary:

Gary is working on a computer but also having a drink at the drink machine that keeps pouring the drink and he keeps drinking it, he set the drink to 'Coffee' that he constantly drinks as he works on the computer, by the near end of the loop, Gary suddenly needs to go to the bathroom and rushes to the bathroom.

Break the loop:

Gary has to leave the computer but must not enter the bathroom.

Gameplay:

The use of inventory, there are items scarred around the office that can be picked up, these items can be placed in the drink machine to change the drink that Gary will drink, these drinks will have effects. Here are the following items that Gary can drink.

Nothing: Gary still drinks it even if it's nothing

Coffee: Default drink (found in drinking machine)

Tea: same as coffee (found near drinking machine)

Water: he drinks it but after some time, he falls asleep (found near drinking machine)

Mouldy Milk: Gary immediately needs to go to the bathroom (found in break room)

Hot Sauce: Gary gets up from the computer, need rush, and needs water. (found on a computer desk)
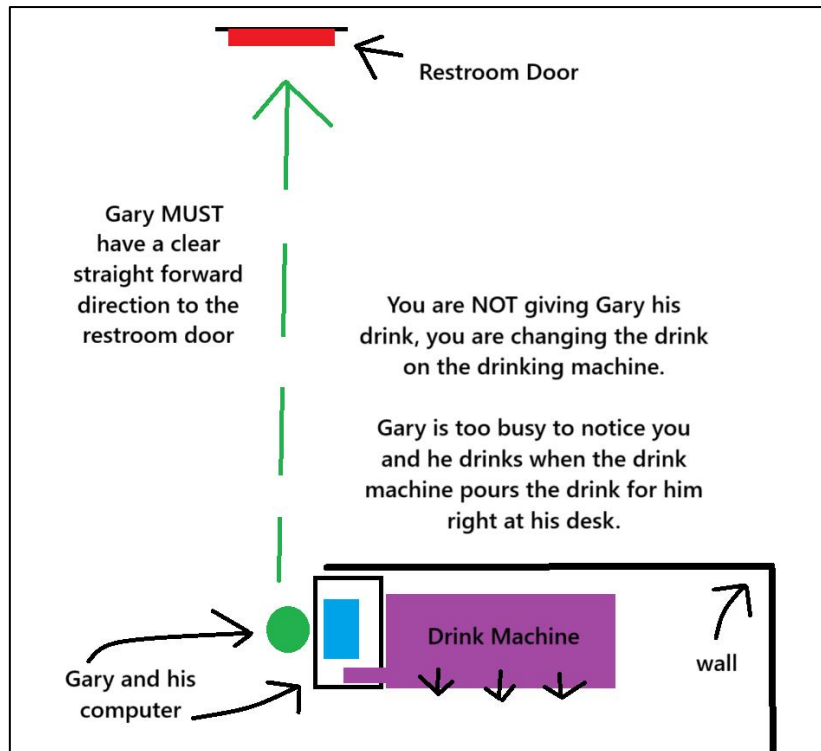
How to break the loop:

Four ways to break the loop:

1) Put in the hot sauce first, wait for him to get up, then put in water.

2) Put in Mouldy Milk (found in and place an 'out of order' sign on the bathroom. **[Janitor's Job]**

3) Put Water or nothing in and wait until Co-Worker gets tired (2 minutes)

4) Destroy Gary's Computer **[Electrician Route]**

Required assets:

-Drink machine - Object

-Coffee canister - Item

-tea canister - Item

-water canister - Item

-mouldy milk - Item

-trash can - Object

-bottle of hot sauce - Item

-Restroom door (unisex) - Object

- 'Out of Order' Sign – Item

NOTE FOR ARTISTS:

The Drink machine must require the following things.

- An empty slot to install items in
- A way to make your own cup of drink.
- A long pipe on the left side of the machine that dispense the drink (long enough to reach the office table next to the table)

2: Printing Machine

Co-Worker: Susan

Loop Summary:

Susan is printing a series of reports and using the printing machine, when paper is installed, she starts printing her work, when uninstalled, she keeps on writing.

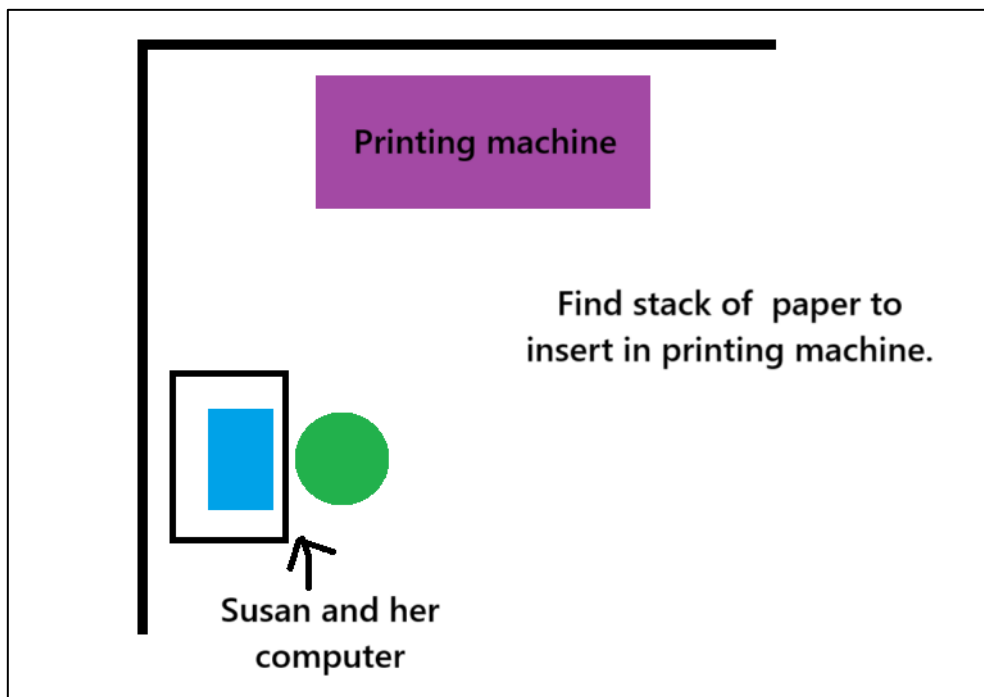How to break the loop:

Susan has to get away from her computer.

Gameplay:

This will have a mini-game; to start the mini-game, the player has to install paper in the printing machine.

Go to your own computer and you can start a mini game of printing the most papers in a game of higher number.

In this mini-game, you got a choice of 3 documents, each having a number, you have to pick one and Susan picks the other, whichever is the highest number wins, you have to win once, if Susan wins, you have to try again.

If you win the mini-game, Susan will get frustrated that you are printing more paper than her, and her loops breaks when she leaves her office chair.
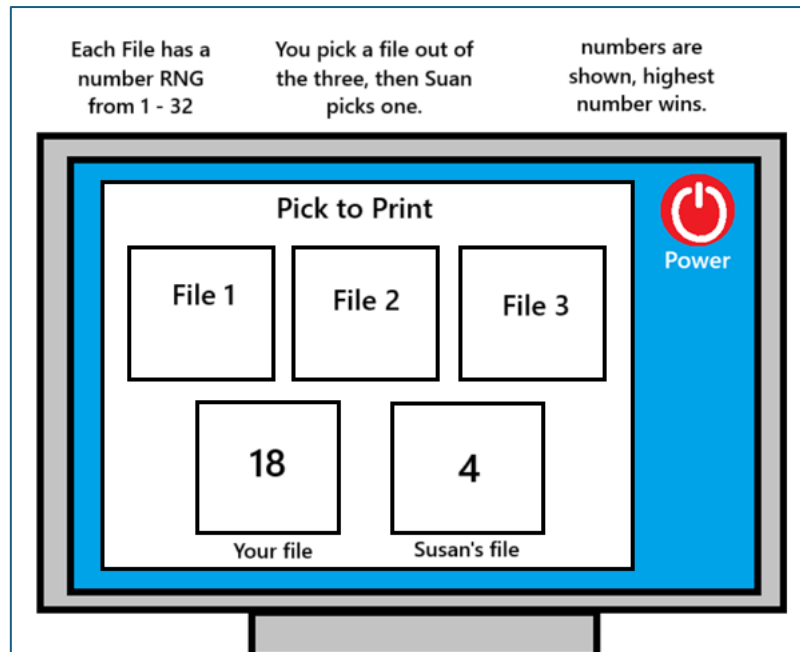
How to break the loop:

Two ways to break the loop.

1) Install paper in the printing machine and win a mini-game.
2) Destroy Susan's computer **[Electrician's Route]**

Required assets:

Printing machine – object

Stack of paper – item

Mini-game – UI and interaction on computer

3: Janitor's job

Co-Worker: Scruffman

Loop Summary:

At the start of the loop, Scruffman is asleep in the break room, the break room is a mess and it's Scruffman's job to clean it all up.

Halfway through the overall time loop, an alarm clock will ring out and Scruffman will wake up and start working, cleaning up the mess, from here on out, any mess you make Scruffman will clean it up.

Breaking the loop:

Ensure there is no rubbish left in the break room, when Scruffman wakes up, he will notice the room is clean and he doesn't need to do anything, breaking his loop.

Gameplay:

Scruffman will be inactive from the first half of the game, in the second half and if his loop isn't broken, he will clean all the messes in the break room, then rushes in the clean anything you left on the floor. If Scruffman catches an item on the floor, it's gone for good, and the player can't use it until it appears again in the next loop.

You can activate Scruffman early by triggering the alarm clock early by interacting with it or giving him coffee or water.

You can also keep Scruffman asleep by destroying the alarm clock, this however will not break his loop.

You can interact with the rubbish in the break room and place it in the officer incinerating bin/trashcan.
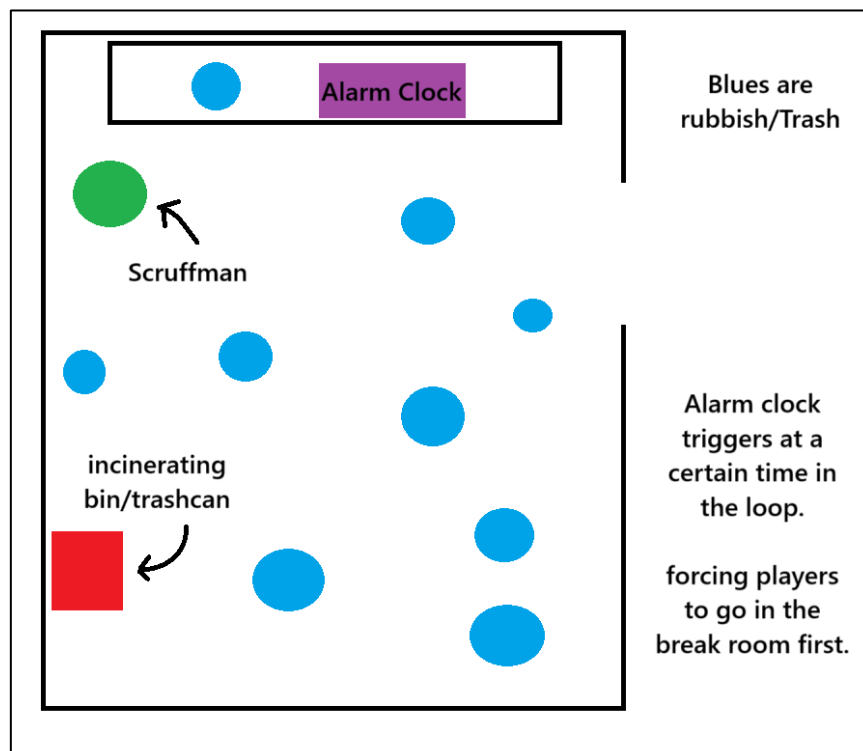
How to break the loop:

Clear rubbish in the Break room before Scruffman wakes up.

Required assets:

-Rubbish (3 variants) - Item

-Alarm clock – object

-Mop and bucket – object

-Break room – room in map

4: Shred and send operative

Co-Worker: Harry

Loop Summary:

Harry is in charge of shredding paper that needs shredding and sending paper that needs sending, the papers come out of a conveyor belt, one that goes to sending, one that goes to shredding, his job is to make sure they are in the right place, if they are in the wrong place, he will correct it.
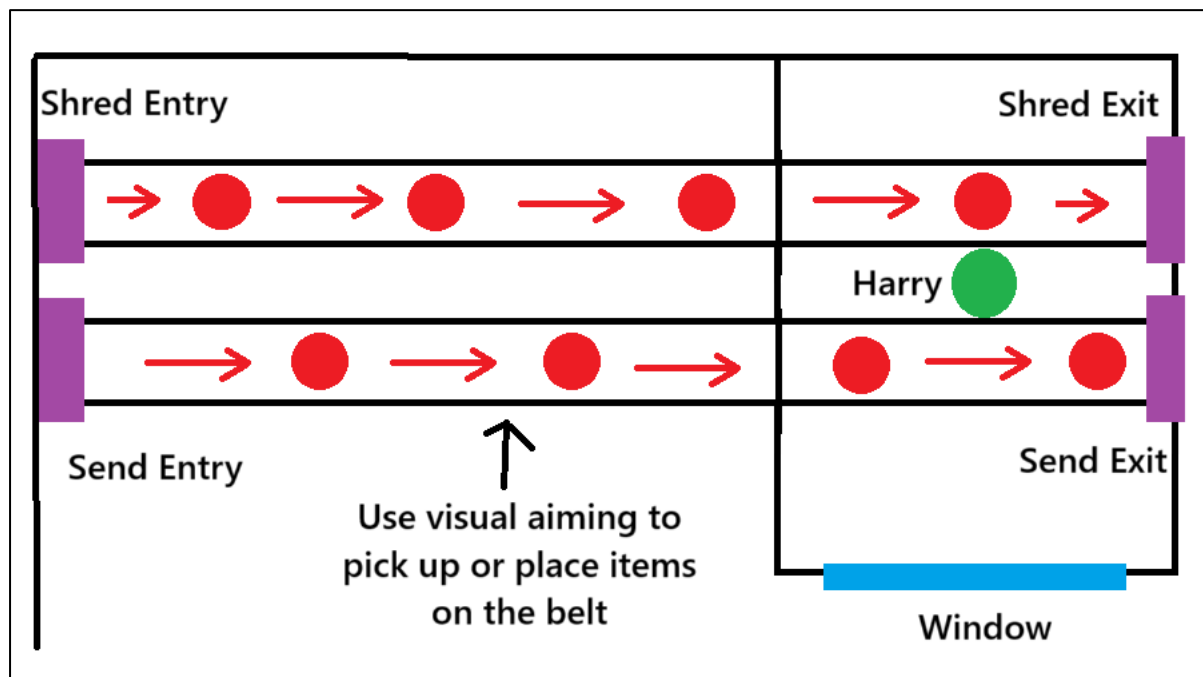
Break the loop:

To break the loop, the wrong paper has to be in the wrong places, the sending paper needs to be in the shredding and the shredding paper needs to be in the sending paper. Of course, if he finds the papers in the wrong place, he will switch them before they go through. Meaning you have to get him away from the conveyor belt by distracting him.

Gameplay:

You can place items on the conveyor belt, if they reach the end of the shred or send hole, then they are gone. shred and send paper will appear on a loop, once each one is gone, a new one appears.

If either one is in the wrong place, Harry will correct it, shred paper on the swap belt goes onto the shred belt and vice versa, if an item that isn't shred or send on the belt, then Harry will send it away.

If rubbish or something stinky is on the belt, Harry will get away from the belt for a short time, allowing at least 2 items on each belt to bypass him.

How to break the loop:

Two ways to break the loop:

1. Send the wrong paper into either hole or make 3 errors to cause a problem.

2. Send a liquid item into the machine **[The Drinking Machine]**

3. Send a solid, non-paper item into the machine **[Forgetful Phone], [Electrician's Problems], [Electrician Route]**

Required assets:

X2 conveyor belt – object (makes items move)

'Shred' paper – Item

'Send' paper – Item

Shred Exit Hole – Object

Send Exit Hole – Object

Enter Hole – Object

5: Simon Saids

Co-Worker: Simon

Loop Summary:

Simon is in charge of pressing the right buttons on a 3x3 grid, similar to a game of Simon says to press buttons on a grid in the right order, he keeps pressing the right buttons and make no errors when he gets it right, he keeps pressing more of the right patterns.

There is also another gird for the player to interact with
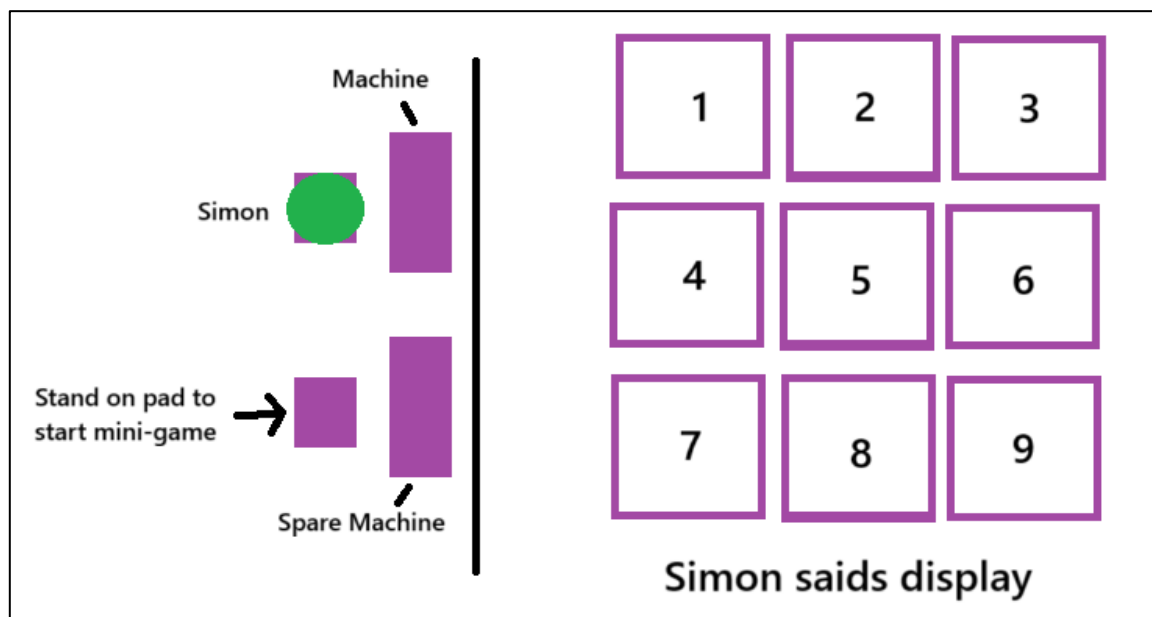
Break the loop:

Force Simon to lose the game of Simon said and he will snap out of it and realise he was stuck in an endless loop, breaking his loop.

Gameplay:

When standing in front of the grid, mini game

However, this mini game is meaningless as it tricks the player into getting stuck in a loop. It exists to show what Simon is doing and trick the player into doing the same task as he was doing.

Simons buttons are interactable.

How to break the loop:

2 ways to break the loop:

1) Press Simon's buttons to get it wrong.
2) Destroy Simon's machine **[Electrician Route]**

Required assets:

X2 Button machine (with 3x3 interactable buttons) – Object

Simon Saids Mini game

6: Electrician problems.

Co-Worker: Daisy

Loop summary:

Daisy is the office's electrician whose job is to repair any broken computers, but every time she fixes one, other breaks and have to go the other. Causing a never-ending loop of electrical repair.

Break the loop:

There are four computers that keeps breaking, if all four computers break, then Daisy will have enough and stop working, breaking her loop.

Gameplay:

The player must wire acquire wire cutters to player the mini game. which can be used on any computer, even the player's own computer.

The player can interact with the computers and play a mini game of cutting wire; however, each computer has a deadly wire, there are three wires with different colours and one of them is the deadly wire. On the electrician's pack, there is a list of which computer is the deadly wire, each number and colour. The colours are RNG and changes in every loop.

In the mini game, you have to cut 2 of the 3-wire presented, if the player successfully cut 2 wires that are not deadly, then the computer breaks, if they cut the deadly wire, then the loop resets.

breaking one computer will cause Daisy to fix that computer after fixing the current computer, meaning the player has to break the remaining computers to break her loop.
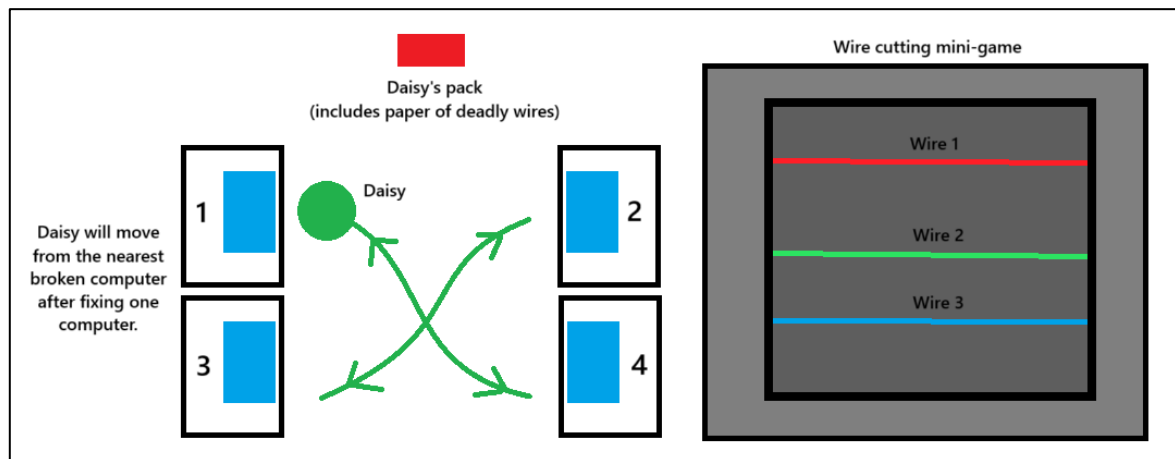
How to break the loop:

Break 3 computers before Daisy fix any of them.

Afterwards, be rewarded for Electrician's key **[Electrician Route]**

Required assets:

Electrician's pack – Object

Paper that tells deadly wires – Object (changeable)

Wire cutters – Item

Wire cutting mini game (used on any computer with wire cutters)

7: Boring Presentation

Co-Worker: Barbra

Loop Summary:

Barbara is presenting her presentation to nobody, she is giving it out but doesn't care about what she is saying and is getting sleepy, she is stuck doing the most boring presentation.

Break the loop:

Babra has to wake up. and realise that what she is doing is pointless.

Gameplay:

There is projector that shows the presentation, you can change the presentation with other papers as long as it's a paper item.
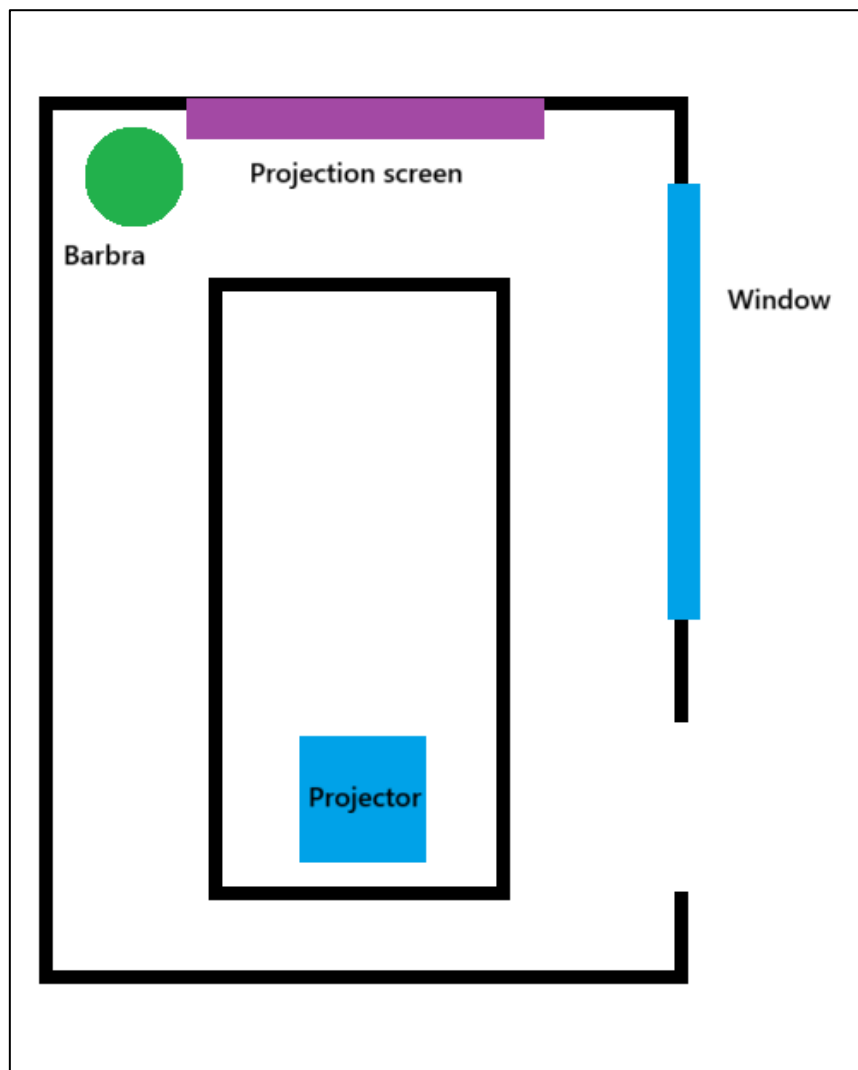
How to break the loop:

2 ways to break the loop:

1) Pour water on Babra, which will wake her up and ruin the presentation [Drinking machine]

2) Place 'Shred' paper in the projector to show something embarrassing for Barbara to notice. **[Shred and Send Operative]**

3) Destroy the Projector **[Electrician Route]**

Required Assets:

Conference room – Map

Projector and Projector board (with projections of papers) – Object

Boring Presentation paper – Item

8: Wire Cutters (Electrician Route)

Item: Wire cutters

You can cut wires from ANY computer, this includes your own computer, the computers from co-workers, trapped in their loop and other machines such as the printing machine and the drink machine,

By destroying the co-worker's computers, you can break their loops by destroying the computer and/or devices they are working on, though this won't work for all devices, for example, destroying the printing machine won't break Susan's loop, but breaking Susan's computer will break her loop.

You play the mini game of cutting 2 of 3 wire, cutting the deadly wire will be an instant reset of the loop. The challenge is not knowing what the deadly wire, so the player has to rely on luck.

The hints are only for the 4 computers in Electrician's problems, and not the rest of the computers/machines in the office.

Overall, this outside of the box thinking is plausible, but extremely difficult to pull off. Creating a challenge.

(Note: the following idea below is for if someone have an issue with the wire cutter idea being unfair for players and think RNG-based guessing mini-games is not fun, also please note that this is JUST A ROUTE and NOT a core solution to break everyone's loop, just the most challenging solution of breaking everyone's loop.)

Solution to figure out the deadly wire for ALL devices.

after completing Electrician's Problems, Daisy rewards you with the key to the Electrician's room.

Inside the room has a big wall that show the deadly wire for ALL computers and devices, the player can use this to know which device has the deadly wire, this requires memorizing as, like the 4 computers, each one is RNG based for each loop.

Doing this would require the following.

1) All computers are numbered, each having a unique number.
2) The displayed wall in the Electrician's room changes in each loop.
3) Making the devices such as the drink machine and the printing machine unusable if damaged.

Asset requirements

Electrician's key – item

Electrician's room – map

wall that shows all of the deadly wires for each device – in Electrician's room

9: Break your own Loop (Jond's idea)

Loop summary:

At the start of the game, you are in your own loop on the computer doing a boring mini-game task of pressing buttons, a letter appears, and you have to press the required letter.

This is the way to introduce yourself in the loop and by being self-aware, you can break your own loop but making a change.
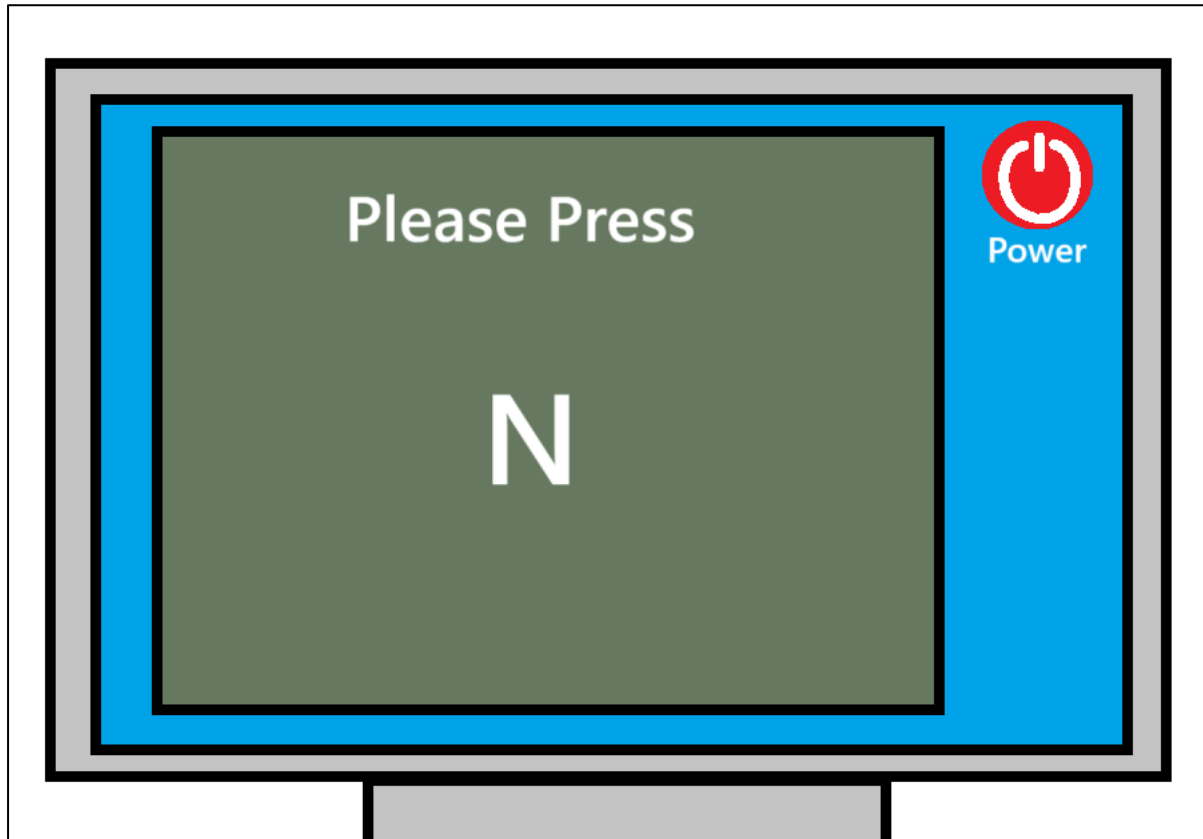
Break the loop:

The best winning move is not to play, meaning you have to stop following orders and start thinking outside the box. You can purposely lose the mini-game causing an error on the computer that logs out of the mini-game and break your loop or even turn off the computer.

Breaking the loop will allow you to roam around the office.

How to break the loop

2 ways to break the loop:

1) Lose the mini game.
2) Turn off the computer.

10: Forgetful Phone (Jond's idea)

Co-Worker: Jane

Loop Summary:

Jane lost her phone and trying to find it, unknown to her, her phone is on her computer desk. She's looking away from the desk and searching somewhere else.

Break the loop:

You have to find her phone and pick it up, the phone is laid right on her computer desk, so you have to find her desk. Her desk can be one of the many computer's desks scattered around the office, it's not always going to be in the same place.

For **[Send or Shred Operative]** or **[Janitor's job]** you are capable of losing the phone, but will result in Jane's loop being unbroken thus, failing the run.

How to break the loop:

Find the phone and bring the phone to Jane.

Assets required:

Phone – Item

Jane's bag - Object