

Title: Horror Stories of the Business World

Genre: Survival Horror / Tactical Role-Playing

Control scheme: Standard video game controller (i.e. 360/PS3/Gamecube)

High Concept

Trapped in a haunted office building, the protagonist has to find a way out somehow, embracing his innate magical abilities.

Premise

Horror Stories of the Business World has the player traverse through an after-hours haunted office building. The battles are somewhat like that of the aforementioned genre. However, that is where the similarities end. Unlike most strategy-based RPGs, the player has the freedom to walk around and decide where to go. When he enters a room, there may or may not be demons lurking in the dark, and he has the choice to either fight or flee. In battle, there is an option for a player to possess the demon, and take control of it, after which the demon joins the player's party.

Goal

Stay alive.

How It Works

Movement

The game is displayed in a third-person perspective. Graphically, it is as realistic as possible to add to the fright factor. The player explores rooms in each floor of the office building to find a magical key to unlock the elevator or staircase to the next level, similar to Wolfenstein 3D. The story unfolds through cutscenes as the player examines items within each room.

Battle

As a player enters a room, there might be demons within, or the examination of certain items causes demons to spawn. He can then choose to either run away, or fight the demons by walking right into them.

Upon initiation of the battle, a non-intrusive isometric grid is displayed on the floor of the room, and the player has to defeat all enemies to finish the battle. Battles are turn-based. At first, the protagonist is alone, but as he builds up his demonic army, battles become larger.

Escape From Battle

When the player runs away, the demons naturally chase after him, and obstacles might be created – a flying demon might cut the chains holding up a chandelier in a boardroom which falls and blocks the player's path. If the player cannot climb over the chandelier in time, he might still have to fight the monsters. The levels are linked, so if a monster breaks a hole in the ceiling to the next level, the player could just take

the shortcut, but miss useful items that might be on the current level. Shortcut events are programmed to occur, but monsters cutting up curtains or flinging cupboards at the player are random to keep the game interesting.

Demon Possession

In battle, right from the start of the game, the player has the ability to capture the enemy's soul. However, this comes with a price, capturing just one demon reduces the player's total HP by a certain amount – a more powerful demon will take more HP to capture. This amount is displayed on-screen before the player confirms his selection. The player can even capture powerful bosses. However, there is a risk – capturing a powerful boss drains 90% of the player's total HP, and there might be grunts around to hack away at his HP. After the demon has been taken over, it can be controlled by the player immediately. So, to continue with the previous example, the player would be able to control the boss, which might have a 1-square area of effect, and defeat the enemies around it.

Other Abilities

The game is centered on unlocking the player's abilities through various scenarios. For example, pushing a bookshelf out of the way to reveal a hidden alcove might reveal a teleportation skill. Certain moves can only be used once, and others can be used on more than one party member. There is no limit to the amount of abilities a character can learn, and abilities can level up depending on the frequency of usage. The characters themselves do not level up.

Success and Failure Conditions

The game is over when a player loses all his health points and dies. The player then has the option to start over from the beginning of the battle. When all enemies in the battle are defeated, the player wins and is able to continue exploring the building.

Carrot Says:

Title: Horror Stories of the Business World

Written by: riyunoa

Week 3

High Concept: The High Concept is rather vague and doesn't really give any indication as to what the gameplay is all about. Just reading it; I have no way of knowing what kind of game to expect.

Critique: My favorite thing about this game so far is the ability to possess enemies and while this is a mechanic that has been used often in previous games, it sounds like *Horror Stories of the Business World* attempts something slightly different. Being able to possess anything and everything has always been avoided because it's tricky to ensure that it doesn't break the game in the process, but I feel that this title has enough precautions in place to make sure that doesn't happen.

The rest of the game, however, sounds rather stale and boring. Besides empathy, scaring the player is probably the hardest thing to do in video games, doing it in an isometric 3D game

just plain sounds impossible. I fear that the frights in this game would come across as hokey and lame and I would rather see something different, something players wouldn't exactly expect by looking at the game. Of course getting rid of the horror theme would more or less negate the survival horror aspect of the title which may be fitting since it doesn't sound like it is being used as much as a genre as it is a theme.

The presentation looks solid overall; but there are a few parts where a sentence could have been worded differently to improve readability. The goal statement looks more like something on the back of the box and doesn't work at all in a game design Treatment.

Overall; a couple of mechanics sound really fun and interesting, but I don't think they would be enough to raise this game above anything over average. I think that there could be some things done to the theme and the pace of the game that would greatly improve it and make it more unique.

Fun: B-

Presentation: B+

Originality: C