Game Design Document

Prepared by

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In collaboration with

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Team

Cinzia Arpe ([Cinzia Draws](#)): Character Designer;

Andrea D'Acunzo ([D'Ack Design](#)): Developer, Technical Designer;

Maria Vittoria Patti ([Vicky Seven Design](#)): Game Designer, Narrative Designer, UI Designer.

Overview

Hire me Senpai! is a game of choices and cunning!

The player plays the role of a newly graduate attending a job interview, hoping to find his dream job… But the interviewer will not be easy to impress!

Working Title

Hire me Senpai! (私を雇って先輩!)

Genre

Textual adventure/Simulation

Target platform

Windows, Mac, Android

Target Audience and PEGI

Casual gamers, Young-adults and older.

Theme and Concept

Developed during the UE4 Game Jam in February 2018, the theme assigned was "On Thin Ice".

"On thin ice" can also stand for those tricky situations that require careful negotiations.

The aim of Hire me Senpai! (私を雇って先輩!) is to simulate a job interview with a few fun twists.

Project description

Time scale: 3 days

Number of questions: 20

Number of frenzy: 6

Number of events: 6

NPCs: The Interviewer

Controls: Mouse input/Touch screen

Core Gameplay Mechanics:

Questions: The game is based on choices. The interviewer will ask a variety of questions. You will have 3 answers to choose from, but be careful… one answer will make you gain points, one answer will make you lose points and one will keep the situation unchanged.

<div align="center">

Good answer = +5 points

Neutral answer = 0 points

Bad answer = -5 points

</div>

Frenzy: The interviewer sometimes will go frenzy, asking tricky questions that will either make lose points or leave the situation unchanged. Be ready, you will have only a few seconds to answer his question. If you don't answer in time you will lose twice the points.

<div align="center">

Neutral answer = 0 points

Bad answers = -5 points

No answer = Game over

</div>

Events: There are events spawning at random times. Events will either make you gain or lose double points, or leave the situation unvaried.

<div align="center">

Good answer = +10 points

Neutral answer = 0 points

Bad answer = -10 points

</div>

The clock is ticking: Be fast at replying! The clock is ticking, and the Interviewer gets bored quickly. Every 5 seconds his patience decreases of 1 point.

Art style

User interface and menu

The main menu presents four options:

New Game – Starts a new game

Volume Button – Can activate or deactivate the sound

Language Buttons – Can choose between ENG or ITA

Credits – A page dedicate to the team members

Quit – Quits the game.

The UI is minimal and user friendly. Made of:

Text box – Shows the Interviewer questions

Answer buttons – showing the answers to choose from

Arrow – continue to the next question

Patience bar – Shows the Interviewer status

Fonts used:

PW Alabama by Peax Webdesign, bought from:

https://www.dafont.com/pwalabama.font

Caviar Dreams by Lauren Thompson, free font from:

https://www.dafont.com/caviar-dreams.font

Language flags from:

https://www.vecteezy.com/vector-art/81904-international-flag-vectors

Character Design

2D Art. Anime/Manga looking.

The Interviewer is a young and good looking Assistant Manager in a Marketing Company.
The art style reminds of Japanese anime characters.

The Interviewer has three facial expression that change in relation to the answer given, plus one idle expression and the frenzy expression.

Environment design

Base photo by **Binyamin Mellish** from: https://www.pexels.com/photo/chairs-contemporary-desk-gadget-386150/

Sound design

Soothing but also tensive music, both for the Main Menu and for the In-game scene, with a hint of an office ambience sound. All the following are free tracks available on https://freesound.org

Background music

Main Menu music by: **orangefreesound** from:
https://freesound.org/people/orangefreesounds/sounds/262940/

In-Game music by **Stereo Surgeon** at:
https://freesound.org/people/Stereo%20Surgeon/sounds/261214/

Office ambience sound by **Nightwatcher98** at:

https://freesound.org/people/Nightwatcher98/sounds/407292/

Voice actor

Voice sound effects by **ckvoiceover** at: https://freesound.org/people/ckvoiceover