

OUT OF THE BOX

Gameplay Mechanics

1. Movement
 - a. The player can move in any direction.
2. Jumping
 - a. The player can jump up one in-game unit. Their current speed is factored into the jump arc.
3. Look through trash
 - a. A bag of trash the player character promised to throw out after their shift
 - b. Can always be rummaged through but will only give the player the key to the front door if they rummage through the bag ten times in a row
4. Opening loot boxes
 - a. The core mechanic of the game.
 - b. Player will be able to open any of the plethora of loot boxes they see.
 - c. Opening the loot box will give the player the empty box as a block they can place down.
 - d. It will also give them the item/power-up inside if it is useful.
 - e. The player can click through messages describing the item picked up.
5. Placing loot boxes
 - a. The player can place/remove loot boxes on most parts of the level as well as on top of one another to reach higher spots.
6. Using items from loot boxes (Player can cycle through these with number on keyboard or with mouse wheel)
 - a. Note
 - i. A comical note telling the player that the key which opens the front door was in the trash bag they were carrying with them the whole game and that they must rummage through it 9-10 times consecutively if they want to find the key.
 - b. Mittens
 - i. Used to open freezing loot boxes
 - c. Magnet
 - i. Pull impossible to reach metal boxes to the player
 - d. Bucket of water
 - i. Used to put out fires on flaming loot boxes
 - e. Rainbow crowbar
 - i. Can pry open stuck loot boxes.
 - f. Gun

- i. Used to shoot zombie loot boxes
- g. Hammer
 - i. Used to open the loot box hall of fame station (if implemented)
- 7. Total loot box inventory
 - a. The player can see a counter in the bottom of the screen which shows how many stackable loot boxes they have currently
- 8. Pause Menu
 - a. Menu that pauses the game and allows the player to quit or go to the options page

Rules

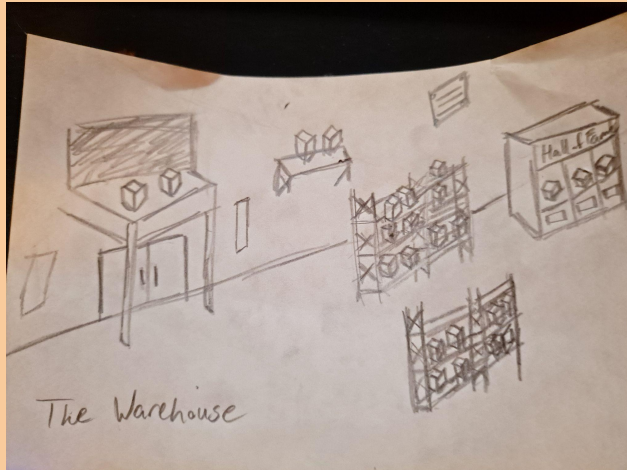
- Stackable loot boxes are not affected by physics (except gravity)
- Player can jump on stacked loot boxes
- There is normal gravity
- Different areas/loot boxes can only be accessed once the player has gotten access to certain items from other loot boxes, but the order should not matter. Except for area containing the last box with the note which will require all of the game's mechanics to be unlocked
- No fall damage
- One key that unlocks the door to the factory, obtaining victory
- After a certain number of open loot boxes, if the player hasn't received an item that grants a new mechanic which will unlock new loot boxes, then the player will get this mechanic for certain with the next unboxing
- Key can always be obtained from the trash bag if the player chooses to look through it ten times, however most players will not do this unless they read the not saying to do so
- Zombie loot box dies upon being shot and no longer goes after the player
- Useless items obtained from loot boxes will be discarded after witty commentary

Narrative Premise

You are an employee at a local loot box factory, making loot boxes for the big buck game companies. Today was taco Tuesday. Unfortunately, the tacos you ate gave you slight stomach troubles, and you found yourself screaming in agony in the bathroom for four hours. When you finally emerged, the factory was closed and everyone had already gone home. You want to get home in time to watch your favorite anime, and your only hope of escape is finding the master key within one of the many loot boxes. You also promised to throw the trash out into the dumpster behind the factory once you left work...

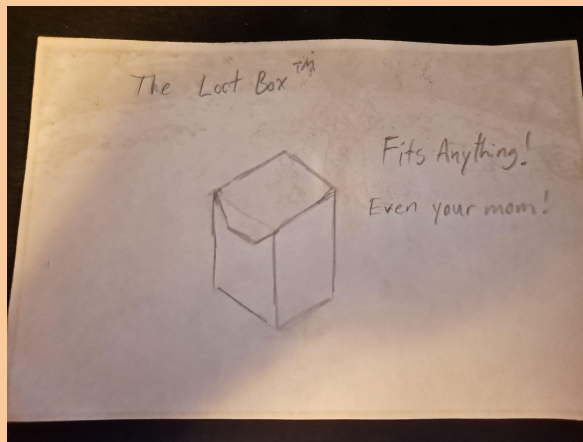
Environment

The Boxes R Us Warehouse Floor



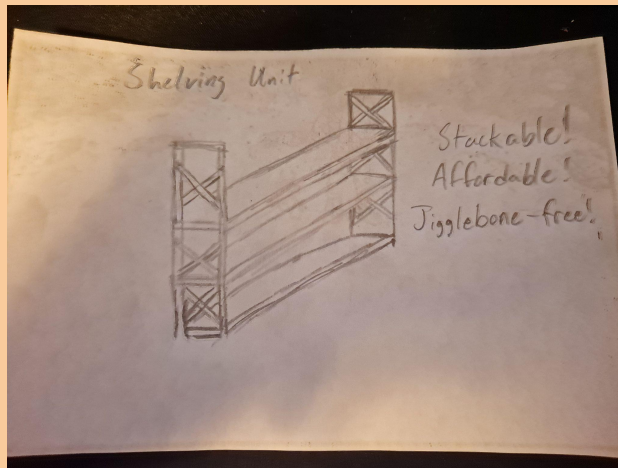
Absolutely littered with loot boxes, one of them happens to contain the master key to unlock the front door. The warehouse features many high-shelving units, used to keep the more dangerous boxes out of easy reach, as well as ventilation systems and a very own lootbox Hall of Fame for only the most special boxes the factory has produced.

The Loot Box™



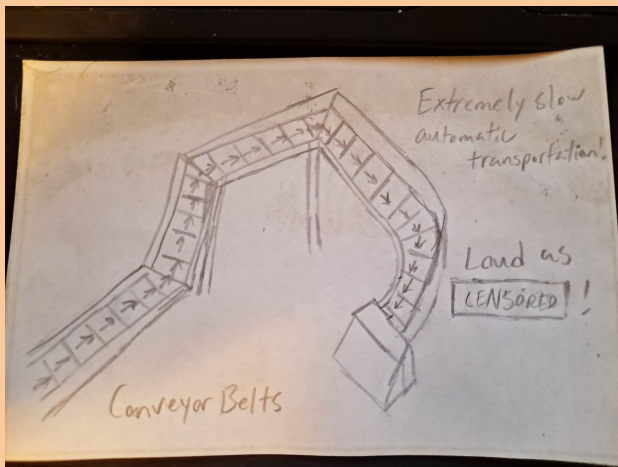
A very versatile box, used to contain multiple items but only giving one while also destroying the remainder. The vast storage in the box can hide items of various sizes, even the famous Excalibur. Many of these boxes come in various coats of paint and materials, sometimes even flaming, purely for (potentially lethal) advertising. Typically locked behind a special release mechanism, unique to each design, this seemingly harmless box has inspired many children to become professional gamblers.

Large Shelving Units



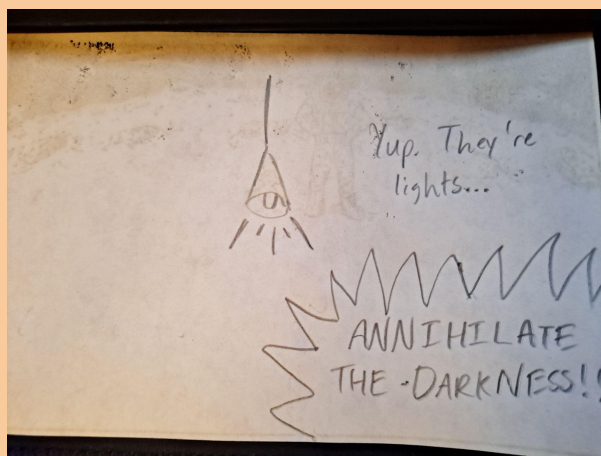
State-of-the-art shelving units. They can support an infinite amount of the near-weightless Loot Boxes, as long as they can all fit on it. If you need to store more Loot Boxes, just stack another shelving unit on top! They are impossible to climb, however, and require an additional method to reach the higher shelves.

Conveyor belts



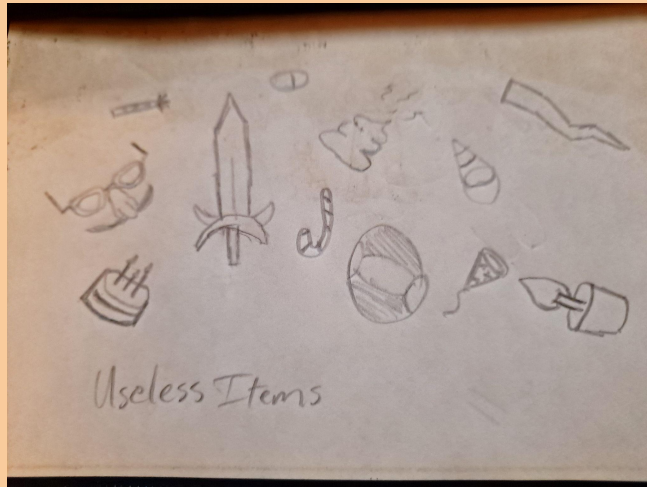
Conveyor belts for all of your automatic box-transportation needs. Unfortunately for our protagonist, they turn off once the factory is closed, and must be manually turned back on. Hopefully there will be a slider in the options specifically for adjusting conveyor belt noises, because these bad boys have wheels that run up to 560,000 RPM.

Ceiling lights



These fluorescent light bulbs look like normal household light bulbs, but contain way more mercury. They're typically used to light up a room, but these things are packed so full of mercury that they can light up a small part of a warehouse. They remain on when the factory's closed, just in case someone wants to stick around and open a ton of loot boxes against their will.

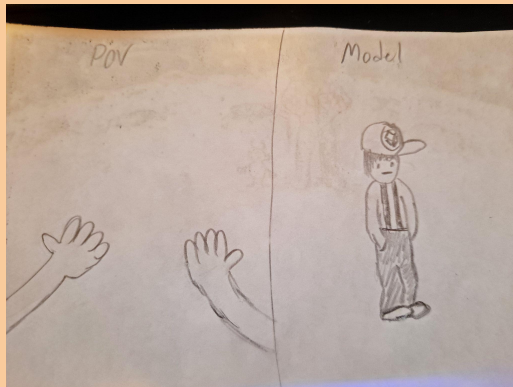
Useless Junk



A bunch of random items stored within the loot boxes. Some of them are useful, and others rely on the wit of the protagonist to make them not *completely* useless.

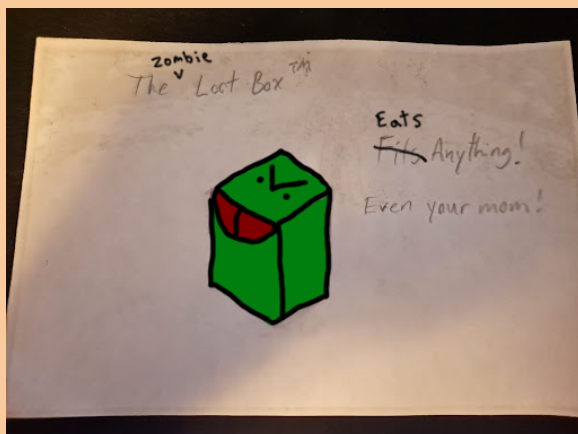
Characters

The Player



An everyday average factory worker, forced to find his way out of the great Boxes R Us factory due to gastrointestinal failure. His aspiration of being a famous Twitch streamer is slowly slipping every second he stays in the factory.

Zombie Loot Box



A zombified loot box which moves towards the player and knocks them off of platforms if the player doesn't shoot it in time. It also eats your mom.

Animations

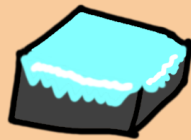
- Loot box opening
- Doors opening/closing
- Conveyor belts moving (might all be powered off during the events of the game)

Visual / Particle Effects

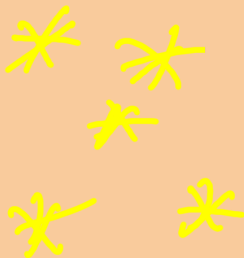
- Random effects from opening loot boxes (some may also be applied to items)



- Burning



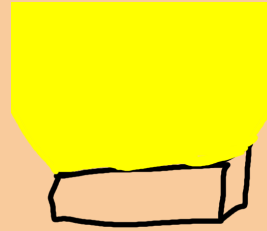
- Covered in ice



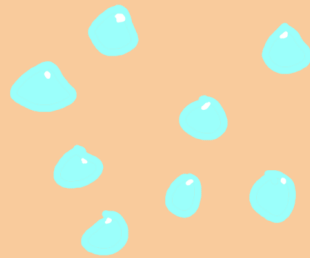
- Sparkle



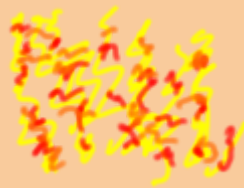
- Flash



- Light emitting from inside the box when opened



- Bubbles



- Fountain of sparks



- Fireworks



- Blood fountain



- (Small) explosion



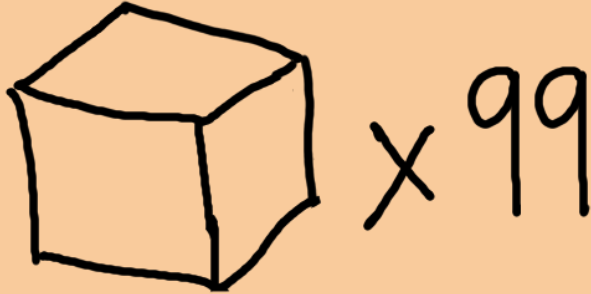
- Snow blowing out from loot box

Sound Effects

- Footsteps (I will have my revenge -Brendan)
- Loot box placing noise (CLUNK or similar)
- Warehouse ambience
 - Machinery whirring
 - Occasional distant clank/clatter
 - Mice squeaks
 - Loud conveyor belts
- Loot box sounds
 - Jingle that plays while opening
 - Enticing “item get” noise when contents are revealed
 - Possible variations on sound
 - Lock clicking in place
 - Creaking when opened

User Interface

Loot box counter for placement



Item Get Screen

You Got <item>!

<item>

Wow! This is worthless!

“Inventory” to look at all of your useless items



Inspiring Images

Loot boxes linked to problem gambling in new research

