

Restart Level



Critical Game Design Summary

Karoshi Suicide Salaryman



By: Jacob Berding, Carl Hayden, Nick Masso, Lauren Romano





Goal of Game/Video

- Kill Yourself
- <http://www.youtube.com/watch?v=Mhv8W-fc9LQ>
- http://www.youtube.com/watch?v=6c_EqFtwJvA



Restart Level



過勞死 KAROSH

suicide salaryman

(' - ' *)

 x 49

Return to Menu

Restart Level



過勞
KARO
suicide sa

Rules Highlights

- Player must kill themselves in order to progress through the game



Return to Menu

Restart Level



Implements Highlights

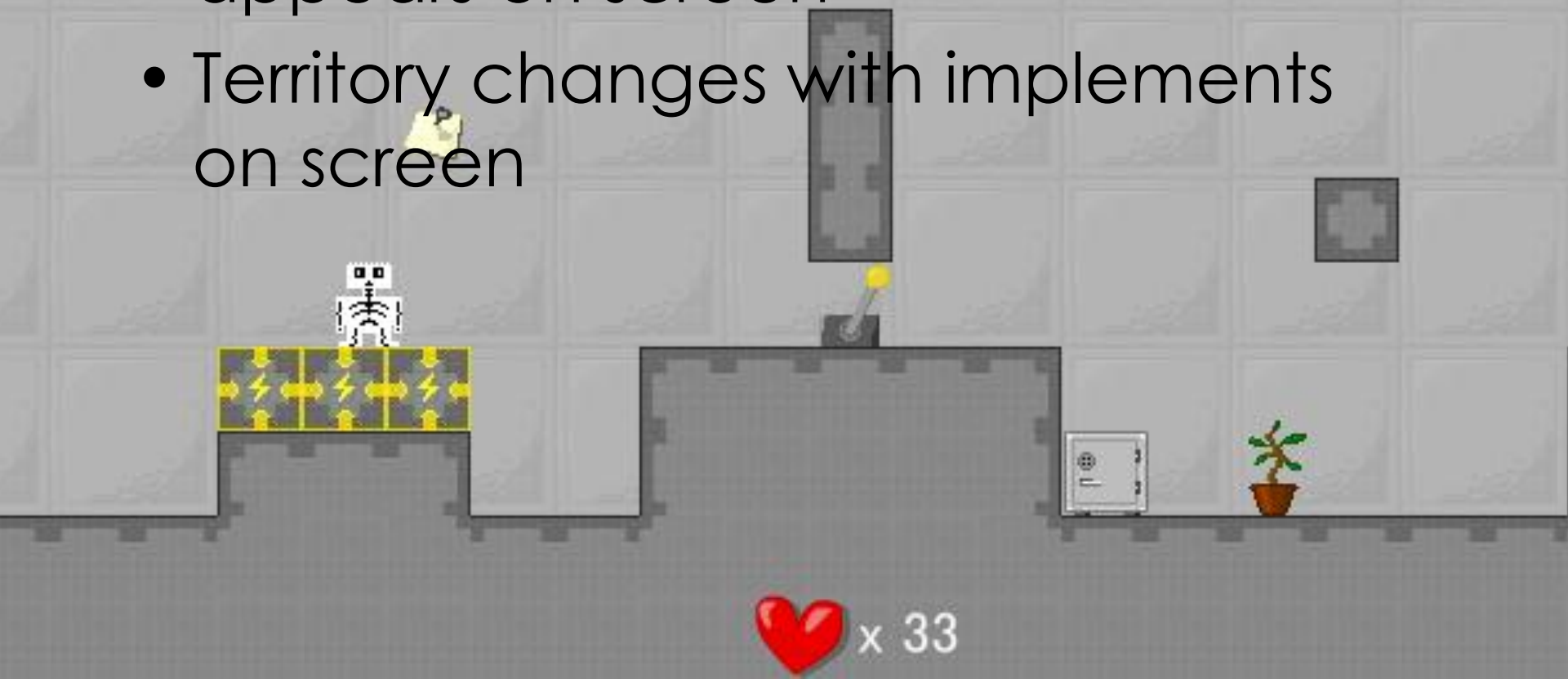
- Arrow keys and spacebar
- Character
- Safe
- Buttons
- Spikes
- Electricity
- Emoticon blocks (Info)





Territory Highlights

- Stationary platformer, entire level appears on screen
- Territory changes with implements on screen



Return to Menu

Restart Level



過勞
KARO
suicide sa

Inventory Highlights

- Lives
- Objective is to lose lives, deplete inventory
- Inventory functions as level





Novel and Noteworthy

- Reverses the basic game mechanic of staying alive
- Final boss tries to “help” character instead of killing them
- Contrasts with common assumptions about reality



Restart Level

過勞死
KAROSHI
suicide salaryman

From the Reading

- Lindsay Grace



– states that one of the basic mechanics is collection

- Mary Flanagan

– states Games can use mechanics to let audience form new relationship with reality

 x 22

Return to Menu

Restart Level



Questions? 

($\cdot \omega$)



 x 0