

Tenure Quest
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Summary

A defend the castle type of game with academic twists. Students seek out hints for upcoming homework, midterms, projects, and final. As each level increases, new weapons for the students are introduced and students bring harder problems to the teacher. These new weapons include erasers, papers and staples. As the player clicks on each student, the score increases by 5 points and whenever a student reaches the wall, the teachers reputation decreases by 5 health points. The weapons that reach the teachers office diminish the teacher's reputation by 1 point. The player takes place as the teacher who tries to defend his office and protect themselves from the students.

There are a total of 4 levels which match the 4 types of students. As the levels increase, a new type of student is introduced. The types of students include the angry student (melee attack), students that throw erasers (range attack), students that throw calculators (range attack), and students that throw books (range attack).

The player (teacher) throws hints at the students, which helps them understand the problem. When this happens, a light bulb is indicated on top of the student's head and the student will fade out of the screen. Both the teacher's office and the students have health points (HP). Beginning students may have 1 HP but as the level increases, stronger students accompany the beginning students. The office's HP starts at 100/100.

Throughout several levels there will be a bonus "research grant" that comes out and if the player clicks on it the teachers reputation will increase by 25. The teacher must take out the students before they take down the office with their weapons – pencils, papers, chairs, etc...

Final Backstory:

The main goal is to maintain your reputation throughout the game because if your reputation reaches zero, then you will not receive the tenure. The goal of the game is trying to defend the teacher (the player) from their angry mob of students. Students are angry because they keep on failing and they need to visit their teacher in office hours in order to get help. But the teacher is overwhelmed at the growing number of students that keep on flooding his office so he tries everything to keep them from taking down his office. Once the office's HP reaches zero, the game is over and the teacher does not gain their tenure. The player wins when they defeat the students and all their weapons and tenure is granted to the teacher. A high score may be implemented to increase player attachment.

As each level increases, the students' speed increases towards the teacher so the teacher needs to be cautious of fast walking students. Also, students begin throwing paper and other items at the office during higher levels, which cause more damage to the office. The increase number of students and speed will definitely provide a challenge to the player.

The whole setting in general is fictional where the teacher generally welcomes students who have questions on the material in class. Also generally all students in the

class do not visit the teacher all at the same time-that is a rare case. Students do not attack the teacher's office due to not understanding the materials for the given assignments.

Generally this game is designed for all students who wish to take out their academic frustrations in a video game but mainly college students will probably mostly identify with this game.

Description

The player must maneuver the mouse in order to distribute the hints and fend off the incoming students. The space bar is equivalent to drinking a Red Bull; it allows the teacher to reload their hint supply. The player must choose what types of upgrades they want for the office after each week of office hour. The left mouse click gives hints to the students.