

# Victory condition

**The player wins the game when translating 4 requests successfully.** This amount should ideally be a variable.

# Moodpoints

Moodpoints represent how much time the player has got left.

**The boss has 1000 mood points**

**These mood points drain by 3 every second.** By how much the mood points drain every second should become a variable.

**The players will not see the actual points on screen. The only feedback they receive is how happy their boss is.**

800-1000 = happy

500-799 = neutral

200-499 = annoyed

0-199 = angry

**When the Moodpoints get below 0 then the player is fired and loses the game.**

**Translating sentences properly makes the boss happy. Translating them wrong makes him irritated. Therefore apply the following bonus to the moodpoints each time they translate a sentence.**

When guessed right = +200

When guessed more than 49% right = +0

When guessed wrong = -160

**The player is also allowed to ask the boss for hints. Every time the player does this the boss gets more annoyed however. Therefore apply this modifier:**

When asking for hints = -160

300 = 60 seconds

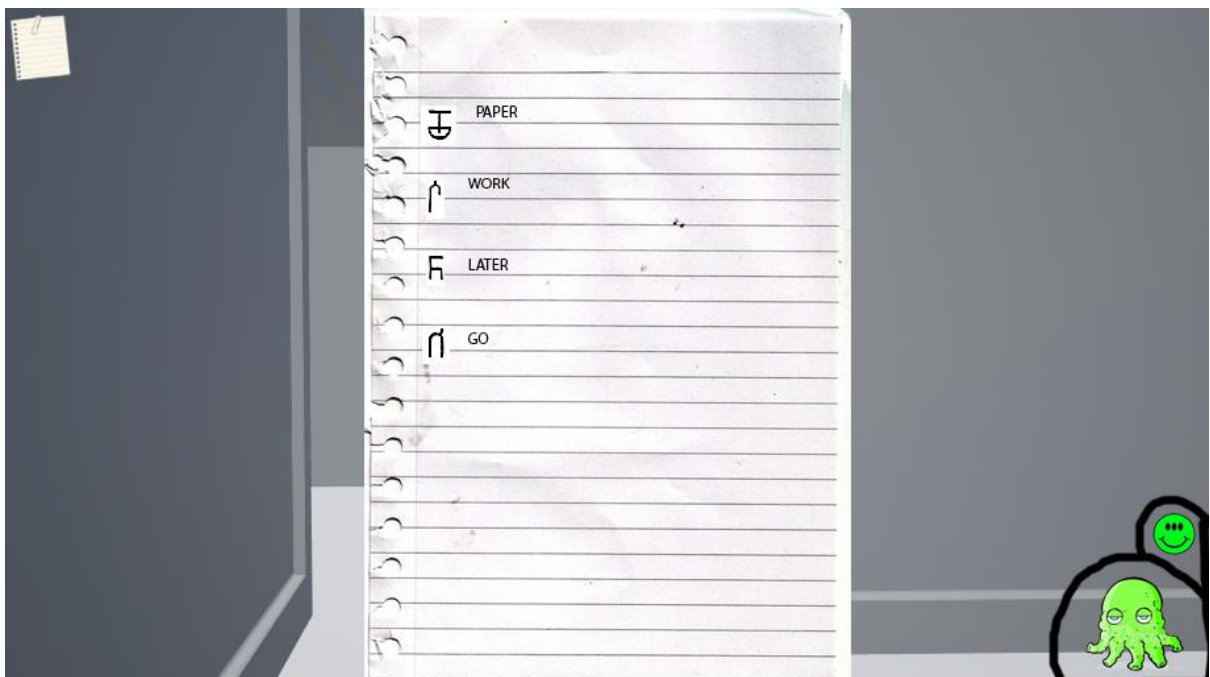
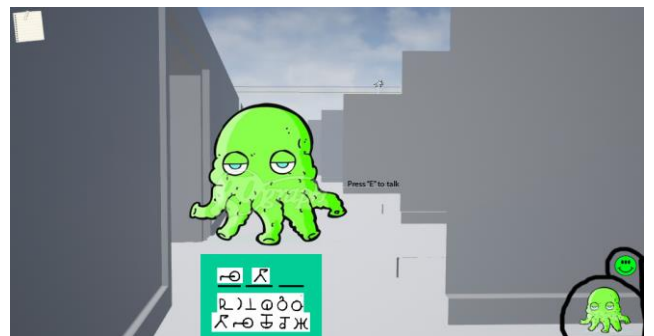
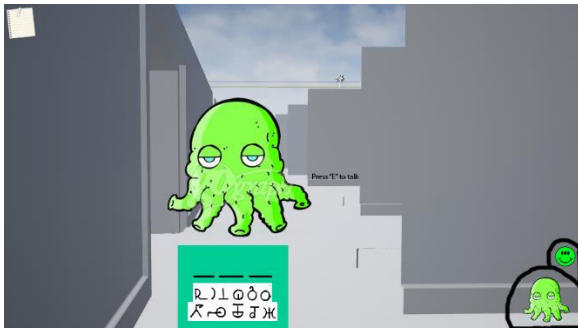
on average around 360 per question

Question takes around 1-2 mins

4 questions in the game = 6 minutes (4-8 minutes)

# HUD

Make the boss' mood always visible



These words can be randomized by putting words in different categories into different sentences.

Verb	Subject	Qualifier
Send	brain-leeches	later
Submit	memo	by noon
Retrieve	hypersonic printer	hourly
Update	cybermail	by summer equinox
Stab	incubation pod	tomorrow
Remove	iridium Pen	now
Revise	caffeine acid	for eternity