Project number: 2023-2-CY01-KA210-VET-000177253

REMOTE WORK 4 SMES

Empowering the Next Generation of Entrepreneurs through Stress Management Education in Youth

Developement of Real-life Challenges in RemWork in Minecraft

The Script for the RemWorks4SMEs Game - Final Version

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Co-funded by the European Union

RemWork4SMES - Scenario

GENERAL DESCRIPTION

Four remote-working residents in a town are facing individual problems, each manifested as a unique "devil" enemy. Players must assist each resident, addressing their specific challenge and defeating their corresponding devil. Order of assistance is flexible.

Initial game state: town is gloomy and stormy.
Objective: resolve all four residents' issues and eliminate all four personal monsters.
Outcome: town's atmosphere improves with each victory, culminating in a joyful, rainbow-filled scene.

Task ideas:

Person 1 – burdened by a Ghost with a cup of coffee

a) **Stress Management Techniques** - The player tells the character to relax by going to a river. The character lays out a blanket and starts meditating. A short video (cinematic) will guide the player through one round of box breathing.
b) **Boundary Setting** - The player helps the character decide what the character should do for the day. There are "good" and "bad" choices to be made (e.g., "don't take overtime" vs. "take overtime") and explains the consequences of each.

Person 2 – burdened by a Rogue Clock

c) **Time Management Techniques** - The player solves a logic puzzle by manipulating blocks representing hours in the work week. The blocks are interdependent: changing the state of one block alters the state of two or three adjacent blocks. The goal is to match the hours to meet specific conditions, taking into account their mutual interactions.
d) **Balancing Priorities** - The player will guide the character in effectively structuring their day. This involves analyzing a list of available tasks and determining their order of importance (which will be represented by the varying sizes of the models). Successful completion of the task will result in the character feeling organized and prepared for the day ahead.

Person 3 – burdened by a Huge Stone Head

e) **Tools for Collaboration** - The player is presented with a selection of digital applications and programs, each accompanied by a detailed description of its functionalities. The goal is to streamline the character's digital workspace by identifying and eliminating redundant software. The player must analyze the descriptions, recognize overlapping features, and deduce which programs are unnecessary when used simultaneously. By making informed choices, the player helps the character achieve a more efficient and less cluttered digital environment, ultimately boosting their productivity.

f) **Fostering Inclusion** - The player will observe and listen to a conversation between two NPCs. The player's objective is to identify instances where one NPC's words or actions cross a line, demonstrating a lack of inclusivity or respect.

Person 4 – burdened by a Distracting Disco Ball

g) **Strategies to Minimize Distractions** - The player enters a house filled with digital and physical distractions that hinder productivity. The player's objective is to systematically identify and neutralize these distractions, such as disabling digital alerts or interacting with objects. By clearing the environment (with a huge hammer), the player helps the character reclaim their focus and establish a space conducive to productive work or relaxation.

h) **Ergonomic Setup** - The player will gather specific items around the house to create an ergonomic workspace. This involves assembling items such as a box for under the desk, a blanket for lumbar support, and books to elevate the monitor. The player's goal is to improve the character's posture and comfort, promoting a healthier and more efficient work environment.

The game begins in a gloomy town. The environment seems sad and dark. The Player can walk around the town where everyone works remotely, no one has to commute to work so there are no roads and the town looks like it was built for pedestrians (you can walk everywhere, there are no roads, bus stops, car parks etc.).

The Player will be tasked with helping 4 unhappy workers. Their houses are easy to locate and clearly marked. Each worker has 2 tasks for the player but the order in which the Player chooses the workers is arbitrary, but the order of tasks from each worker is imposed from above.
Each worker's tasks are started once the Player enters their home and need to be finished before starting helping another worker.

Worker 1 - Morgan - burdened by a Ghost with a cup of coffee

The Player enters Morgan's home. She has a mess in her house, she has clothes on the floor, many lights, candles and lamps, there is a TV playing in the room, the radio is on and Morgan is seemingly supposed to work during this time. She is standing next to a desk with a computer (that is on as well). Morgan is holding a cup of coffee, has dark circles under her eyes and right behind her is a ghost. The Player needs to right-click on Morgan.

> **Morgan:** This coffee... it's just not helping. It's like it's making things worse. **[Ghost] [Stress]**
>
> **Player:** It looks like you're under a lot of stress. That ghost doesn't seem to be helping. **[Next]**
>
> **Morgan:** Oh right. He showed up a while ago and won't go away. **[Help] [Oh wow] [Stress]**
>
> **Player:** Would you like me to help you with some stress management techniques? **[Next]**
>
> **Morgan:** Yes please! I have deadlines at work but I am not able to meet them in my current state. **[De-stress] [Clutter]**
>
> **Player:** You are right. You need to de-stress first. Let's start with the clutter and distracting noise that might stress you out. **[Exit]**

I should pick up all clothes in the apartment and put them in the clothes basket.

The Player needs to pick up 5 pieces of clothing laying around on the floor and put them in a clothes basked in the corner of the room. After that they speak with Morgan.

> **Morgan:** The room looks so much better now! **[Right?] [I'm glad] [Lights]**

Player: I know, right? The next steps are turning off some of the lights in the room, there is natural light coming in through the windows. Then I will turn off the TV and Radio, excessive noise can worsen your stress. **[Next]**

Morgan: I wonder if something will happen with the Ghost once we are done… **[Exit]**

I should turn off all the lights. I will only leave the desk lamp on.

The Player needs to turn off the candles in the room (4-5), floor lamp in the corner, ceiling light and a lamp next to the door. Once they do that, they will get the next instruction.

Finally, I should turn off the TV and radio.

The Player right-clicks on the TV and Radio and can see a **cinematic in which the ghost became less visible**. Then they can talk with Morgan.

Morgan: I feel much better already. Thank you so much for your help. **[Not done] [Next step] [Ghost]**

Player: I am glad you are feeling better but we are not done yet. We eliminated the stressors in your environment and your Ghost became less visible but is still there. You should relax a bit before you are ready to get back to work. **[Next]**

Morgan: Oh really? I didn't know that. How could I do that? **[Walk] [Relax] [Techniques]**

Player: I will show you some stress management techniques that will help you relax. Let's take a walk to the river behind your house. **[Exit]**

I need to lead Morgan to the river behind her house.

The Player needs to find the spot next to the river behind Morgans house. Once they reach it, they will sit down and have a short conversation.

Morgan: I've never been here. **[Wow] [Really?] [Let's focus]**

Player: Oh wow... Well let's focus on stress management techniques. **[Next]**

Morgan: Okay, what should we do? **[Look] [Follow my] [Breathe]**

Player: Follow my lead. **[Exit]**

The text “breathe in”, “hold” and “breathe out” will appear, each for 4 seconds. After that, the Player will be able to replay it or just talk with Morgan.

> **Morgan:** Wow I really feel better. **[Yay!] [Great!] [Work]**
>
> **Player:** That’s great! Do you feel ready to get back to work? **[Next]**
>
> **Morgan:** I sure do! Thank you so much for your help. **[Look]**
>
> **Player:** Of course! Happy to help. **[Exit]**

A short cinematic will show her Ghost disappear a bit more.

I wonder why her ghost is still there… There must be something we should do.

Morgan went back to her house and the Player needs to follow her. Morgan is standing next to her computer.

> **Morgan:** I don’t really know what to do. There is too much to be done before the day ends… **[Hmm] [Work day] [Plan]**
> **Player:** Let’s have a look. You need to decide what to do with the rest of your day, correct? **[Next]**
> **Morgan:** Yes. I don’t think I can do everything in 8 hours. **[Hmm] [Help] [Let’s plan!]**
>
> **Player:** Let’s have a look at the decisions you need to make. **[Exit]**

In each of the choices, the sequence is:

- The player answers correctly, they see the explanation and goes to the next question.
- The player answers incorrectly, they see the explanation and goes to the next question.

An example will be given based on the first choice:

> *Choice 1:*
>
> *A) Work through lunch at the desk (Bad* - Wrong. *Skipping lunch leads to burnout and reduced focus later in the day.)*
>
> *B) Take a short lunch break away from the desk (*Correct.*)*

The Player answers A – they see the text “Wrong. Skipping lunch leads to burnout and reduced focus later in the day.” And can go on to the next choice.

The Player answers B – they see the text "Correct. Skipping lunch leads to burnout and reduced focus later in the day." And can go on to the next choice.

Choice 2:

A) Set a clear end time for the workday (Correct. Overworking leads to exhaustion and decreased productivity over time.)

B) Continue working until all tasks are done, regardless of time (Wrong. Overworking leads to exhaustion and decreased productivity over time.)

Choice 3:

A) Promise an unrealistic deadline to please the client (Wrong. This sets you up for failure and damages your reputation.)

B) Communicate a realistic deadline to a client (Correct. This sets you up for failure and damages your reputation.)

Choice 4:

A) Fill all free time with work or obligations (Wrong. Neglecting personal time leads to burnout and a lack of fulfillment.)

B) Schedule time for a hobby or relaxation (Correct. Neglecting personal time leads to burnout and a lack of fulfillment.)

Choice 5:

A) Sacrifice sleep to complete tasks (Wrong. Lack of sleep impairs cognitive function and overall health.)

B) Prioritize getting enough sleep (Correct. Lack of sleep impairs cognitive function and overall health.)

Choice 6:

A) Prepare a healthy meal (Correct. Consistent unhealthy eating habits negatively impact energy and well-being.)

B) Order fast food due to lack of time (Wrong. Consistent unhealthy eating habits negatively impact energy and well-being.)

Choice 7:

A) Stay indoors all day (Wrong. Lack of physical activity and sunlight negatively impacts mood and health.)

B) Go for a walk or exercise (Correct. Lack of physical activity and sunlight negatively impacts mood and health.)

Choice 8:

A) Respond to emails during designated times (Correct. Constant email checking interrupts focus and creates unnecessary stress.)

B) Check and respond to emails constantly throughout the day (Wrong. Constant email checking interrupts focus and creates unnecessary stress.)

Choice 9:

A) Set a 'do not disturb' time on your phone (Correct. Constant availability leads to interruptions and stress.)

B) Leave your phone on and available at all hours (Wrong. Constant availability leads to interruptions and stress.)

Choice 10:

A) Accept the last-minute meeting request (Wrong. Accepting without considering your schedule leads to overcommitment and stress.)

B) Decline the last-minute meeting request (Correct. Accepting without considering your schedule leads to overcommitment and stress.)

After the last healthy choice is made, a **cinematic plays showing the Ghost disappear completly.**

> **Morgan:** The choices I had to make were hard for me… **[I know] [Great job] [Ghost!]**
>
> **Player:** I understand that. It is hard to stand up for yourself when it comes to work but you did great. But did you see the Ghost disappear completly? **[Next]**
>
> **Morgan:** Oh my! You are right, it's gone! Thank you so much! **[Yay!] [Happy] [Boundaries]**
>
> **Player:** I am very glad we could work together and you got to see a relaxation technique and understood how to set boundaries when it comes to working remotely. **[Exit]**

And with that, Morgan's Task is done.

> **Morgan:** I am now happy. My Ghost is gone and I can focus on work!

Worker 2 - Robert - burdened by a Rogue Clock

The Player enters Robert's house. It does not look messy but unorganised – furniture is placed in a chaotic way and there are many clocks everywhere. His desk/workspace is just

placed in the middle of the room. Robert is standing next to his desk with a Rogue Clock haunting him.

> **Robert:** Ugh... can you hear that? **[No] [What's that?] [Clock]**
>
> **Player:** Hear what? I see that strange clock, though. **[Next]**
>
> **Robert:** That infernal thing! It's been driving me mad. The ticking... it's never consistent. Sometimes it's fast, sometimes it's slow, sometimes... backwards! **[Next] [It's awful] [I hate it]**
>
> **Player:** It looks like it's throwing your whole space out of sync. **[Next]**
>
> **Robert:** Exactly! My schedule, my tasks, everything's a mess. I can't focus. It's like time itself is against me. **[Help] [Nightmare] [Losing it]**
> **Player:** Would you like me to help you get your time back on track? **[Next]**
>
> **Robert:** Please! I'm at my wit's end. I've got so much to do, but I can't even figure out where to start. **[Help] [Desperate] [Sure]**
>
> **Player:** Let's start by learning some time management techniques. I can see you struggle with those. **[Exit]**

I need to arrange the bars on the wall in some specific way….

The Player needs to Help Robert solve a logic puzzle representing balancing time spent on work during the whole week. The Player will see 5 columns (to be associated with Monday to Friday) and in the columns they will see bars (like in a bar graph) and buttons below them. By right-clicking the bar, the Player affects the height of the bar and the bars adjacent to it. The task is to try to make the bars end up in a given range. There will be a **cinematic showing the Rogue Clock becoming less visible**.

Robert: Oh... You figured it out? It was like a logic puzzle I could never understand… **[Really?]**

Player: Oh really? Wow... I'm glad I could help. **[Next]** **Robert:** You made the Rogue Clock become less visible! So what was the task about?
[Balance] [Struggle] [Work]

Player: That puzzle was about finding a healthy balance for your work hours. It's easy to push hard at the start of the week, but if you work 12 hours on Monday, you'll burn out by Wednesday and struggle to focus. It's about sustainable productivity, not just short bursts. **[Next]**

Robert: No wonder I never could figure it out, I usually lack energy in the middle of the week and the second half of it I spend very frustrated because I can't accomplish as much as I have planned. **[See?] [Planning] [Work week]**

Player: Well then, let's look into efficient time planning. How do you usually plan your work week? **[Next]**

Robert: Plan my work week? Never done that. **[Wow] [That's okay] [Let's do it]**

Player: Okay, let's start small. I will help you plan one day of work. Do you have your list of tasks somewhere? **[Next]**

Robert: A List? I'm not sure what you mean… **[Wow] [That's okay]**

Player: Okay, this will be interesting but we will manage. Let me look for the tasks you need to accomplish today. **[Exit]**

The Player needs to look around the house and find tasks. The tasks will be in the form of kettlebells of varying size.

I need to find some tasks. I wonder what they look like.

Once they **find one**, a dialogue with Robert will open:

Robert: You found one of my tasks! I need to get to it ASAP. **[No no] [Why though]** **Player:**

But you don't even know what task it is, how hard it will be and how much time it will take. **[Next]**

Robert: So what? I know I need to get to it so I should start it right now. **[Organisation] [Listen] [Priorities]**

Player: But listen. Let's try something new. I will gather all of your tasks and we will sort them by their priorities, okay? **[Next]**

Robert: Sort them how? **[Priorities] [Technique]**

Player: As I said, we will have a look at their priorities and sort from "most" to "least". That agrees with a technique called the Ivy Lee Method. Have you heard of it? **[Next]**

Robert: Ivy... who? **[Consultant] [Good method] [Productivity]**

Player: Ivy Lee was a productivity consultant. He suggested a simple method that can drastically improve your focus and efficiency. It works like this: each evening, you write down the six most important tasks you need to complete the next day. Then, you prioritize them in order of importance. **[Next]**

Robert: Six tasks? That's it? **[Only six] [Organization] [Small steps]**

Player: That's it. By limiting yourself to six, you force yourself to focus on what truly matters. Then, you tackle them one by one, starting with the most important. No multitasking, no distractions. **[Next]**

Robert: I guess that's better than jumping from one thing to another like I usually do. **[Exactly] [Order] [Priorities]**

Player: Exactly. So, let's gather all your tasks and apply this method. I'll help you identify the six most important ones and arrange them in the right order. Then, you can focus on completing them one at a time, starting with the highest priority. **[Let's start!]**

Robert: Alright, let's give it a try. **[Exit]**

The Player now needs to find the other tasks. There are more than six of them and the Player therefore needs to ignore some of them (the ones that do not fit the others). Along with collecting them, the Player needs to put them on a marked space in the correct order.

I need to find and arrange the 6 work tasks in order of importance.

1. **"Finalize Client Presentation Slides (Client Meeting Tomorrow 10 AM)"** (Critical Priority – biggest model): This has a hard, imminent deadline with direct client impact. Any delay here could have serious consequences.
2. **"Respond to Urgent Technical Support Tickets (Critical System Down)"** (High Priority): A critical system being down directly impacts the company's ability to function. These tickets are time-sensitive and require immediate attention.
3. **"Complete Project Milestone Report for Management Review (Deadline: End of Day)"** (Medium-High Priority): This report is due today and is essential for project progress tracking and management communication.
4. **"Review and Approve Team Member's Expense Reports (Monthly Deadline)"** (Medium Priority): These reports need to be processed to ensure timely reimbursement for team members.
5. **"Schedule Follow-Up Meeting with Potential Vendor (Next Week)"** (Low Priority): While important, this meeting can be scheduled later in the day or even the next day without major consequences.
6. **"Organize Shared Project Drive Folders (Ongoing Task)"** (Lowest Priority – smallest model): This is an ongoing task that improves efficiency but is not time-sensitive.

Those tasks should be ignored:

1. **"Browse Social Media Feeds for Trending Topics"**: This is a time-wasting activity that has no direct relation to work tasks.
2. **"Research New Recipes for Dinner"**: This is a personal activity that should be done outside of work hours.
3. **"Watch Online Tutorials for a Hobby"**: While learning is good, this is not related to the immediate work tasks.

There will be a **cinematic showing the Rogue Clock disappearing**.

Robert: Oh wow, you did it! **[Yes] [Amazing] [Done]** **Player:** So, how are you feeling about your tasks now, Robert? **[Next]** **Robert:** Much better! Seeing them all laid out like that, and knowing exactly what to tackle
first, it's a huge relief. **[Relief] [Better] [Organized]**

Player: The Ivy Lee method seems to be working for you. **[Next]**

Robert: It really does. I was so scattered before. I didn't even know what I should be working on. **[Next] [True!] [I agree!]**

Player: You were trying to do everything at once, and that's just not sustainable. **[Next]**

Robert: You're right. I think I see now how important it is to focus on one thing at a time. **[Exactly] [Order]**

Player: Exactly. And remember, it's not about doing more, but doing the right things. **[Next]**

Robert: I'll keep that in mind. Thank you so much for your help. I feel like I can actually get things done now. **[Welcome] [Method] [Life]**

Player: You're welcome, Robert! Remember to use this method every day. It will make your life easier. **[Exit]**

And with that, Robert's Task is done.

Robert: You are the best! The Clock disappeared and I can finally manage my work!

Worker 3 - Toby - burdened by a Huge Stone Head

The Player enters Toby's house. It looks white, modern/technologically advanced inside which was not expected by the looks from the outside. To contrast the technological advancement of his house, in the middle of it stands a Huge Stone Head. It looks completely out of place.

Toby: Hi, how are you? **[Head] [Hello] [What is that]**

Player: Hey, Toby. What's with that giant stone head? **[Next]**

Toby: Oh, that? It just showed up one day. It's... heavy. **[Heavy] [Weird] [Stress]**

Player: I can see that. And all these screens... it looks like you're drowning in digital clutter. **[Next]**

Toby: You have no idea. I can't focus on anything. I'm constantly bombarded with notifications, emails, and apps. It's driving me crazy. **[Apps] [Overwhelmed] [Too much]**

Player: It looks like you have a lot of apps that are doing the same thing. **[Next]**

Toby: I know, but I don't know which ones I can get rid of. I'm afraid I'll delete something important. **[Afraid] [Streamline] [Together]**

Player: Let's take a look at your applications and see if we can streamline your workspace. That will lift some of the weight. **[Exit]**

I need to look at Toby's apps and programs and eliminate the non-work related ones.

The Player will have a list of applications along with their descriptions. First, they need to choose those, that do not aid in productivity at work. They will have the options to either "Keep" or "Eliminate". Each program needs to appear with its descriptions:

- **Bmail:** Your standard email client. Send and receive messages, manage contacts, and organize your inbox.
- **Teamz:** All-in-one team communication platform. Includes chat, video conferencing, file sharing, and project collaboration tools.
- **Flack:** Real-time messaging application for team communication, with channels, direct messages, and file sharing.
- **Voom:** Video conferencing and online meeting platform with screen sharing and recording capabilities.
- **Hive:** Cloud storage and file synchronization service. Access your files from anywhere and share them with others.
- **Clipbox:** Cloud-based file storage and backup solution. Securely store your documents, photos, and videos.
- **Potion:** Versatile note-taking, task management, and project organization tool with customizable workspaces.
- **Frello:** Visual task management and collaboration tool using boards, lists, and cards.
- **Outbook:** Personal information manager with email, calendar, contacts, and task management features.

- **Photochop:** Professional image editing software with advanced tools for retouching, compositing, and graphic design.
- **Dischord:** Voice and text chat application designed for online communities and gaming.
- **BitHub:** Web-based platform for version control and collaboration for software development projects.
- **WordPressz:** Content management system for building and managing websites and blogs.

Those should not be accepted by the Player:

- **Spotfly:** Music streaming service with millions of songs, playlists, and podcasts.
- **GamezCentral:** Digital distribution platform and online gaming service.
- **MemeMakerPro:** Application that allows for the creation and editing of memes.
- **ClickBaitzDaily:** A social media application that only shows trending click bait articles.

I eliminated the useless apps but there are still too many... I will speak with Toby now.

Toby: Hey, you eliminated 4 of my programs. Is that all? **[Nope] [You think?] [Not yet!]**

Player: No it is not. There are still too many programs and apps that you use and check all the time. Some of them offer the same functions. Why not choose one email instead of two? Why have three different options to call people? **[Next]**

Toby: That sounds… logical.. **[Right?] [Thought so] [Categories]**

Player: Let's deal with that now. I will group all of those programs into categories and we will choose one of each category. **[Next]**

Toby: That sounds great! How will you categorize Photochop? **[Hmmm] [No category] [Odd one out]**

Player: I will probably not make you choose between: Photochop, Dischord, BitHub and WordPressz. Those are highly specialised tools and do not offer the same functionality like the others. **[Next]**

Toby: That makes sense. Okay, Let's see the categories! **[Exit]**

I need to choose one tool out of every category.

Now the task will be to eliminate some of the programs based on the fact, that others on the list offer similar functions. The programs will be grouped into categories and the Player will need to choose which of those programs will be used by them out of each category.

Category 1 – Email Clients	**Bmail:** Your standard email client. **Outbook:** Personal information manager with email, calendar, contacts, and task management features.
Category 2 – Team communication and Collaboration	**Teamz:** All-in-one team communication platform. **Flack:** Real-time messaging application for team communication. **Dischord:** Voice and text chat application designed for online communities and gaming. **Voom:** Video conferencing and online meeting platform.
Category 3 – Cloud storage and File management	**Hive:** Cloud storage and file synchronization service. **Clipbox:** Cloud-based file storage and backup solution.
Category 4 – Productivity and Organization	**Potion:** Versatile note-taking, task management, and project organization tool. **Frello:** Visual task management and collaboration tool using boards, lists, and cards.
Category 5 - Specialized	**Photochop:** Professional image editing software. **BitHub:** Web-based platform for version control and collaboration for software development projects. **WordPressz:** Content management system for building and managing websites and blogs.

The choices can be made in whatever way – that means, the Player will actually chose one of the options depending on their preference. Each answer will let the Player continue. After they make choices in each category, there will be a **cinematic showing the Huge Stone Head become less visible**.

Toby: Hey, thanks again for helping me with those apps. I think... I think the big guy's head getting a little lighter. **[Head Lighter] [Hooray!] [True]**

Player: The Huge Stone Head? Yeah, it does seem less prominent. **[Next]**

Toby: Still heavy, though. Like... like I'm carrying the weight of everyone's opinions all the time. **[Opinions] [Work related?] [I see]**

Player: I see. You're getting a lot of emails. Is the feeling of everyone's opinions connected with your work? **[Next]**

Toby: You might be right, I get too many emails from work. And some of them... they don't feel right. They make me feel small, or like I'm doing everything wrong. **[Not Right] [Let's see]**

Player: Let's take a look. I'll help you figure out which ones are just work stuff, and which ones are... well, not okay. **[Let's Look]**

Toby: Really? You'd do that? I'm not sure I want to see them again... but I need to. **[I'll Help] [Together] [Of course!]**

Player: We'll go through them together. We'll find the ones that are trying to bring you down, and we'll figure out how to deal with them. **[Exit]**

I need to help Toby with his emails, I wonder if some of them really are… signs of mobbing?

The Player will need to read each of the emails and mark them "Normal" or "Mobbing".

NORMAL EXAMPLES
To: Toby.Bobby@workemail.com **From:** Sarah.Ohara@workemail.com **Subject: Project Update** Hi Toby, Please provide an update on the progress of the Alpha project by the end of the day. Thanks, Sarah
To: Toby.Bobby@workemail.com **From:** Mike.Alike@workemail.com **Subject: Meeting Reminder** Hello Toby,

Just a reminder that the team meeting is scheduled for 2 PM in the conference room.

Best, Mike

To: Toby.Bobby@workemail.com
From: Emily.Elegant@workemail.com
Subject: Feedback Request
Dear Toby,

Could you review the attached document and provide your feedback by tomorrow morning?

Regards, Emily

To: Toby.Bobby@workemail.com
From: David.Daring@workemail.com
Subject: Team Celebration
Hey Toby,

The team is going out for lunch to celebrate the successful launch. Join us if you can!

Cheers, David

To: Toby.Bobby@workemail.com
From: Anna.Awesome@workemail.com
Subject: Technical Assistance
Toby,

I'm having trouble with the software. Could you spare a few minutes to help me troubleshoot?

Thank you, Anna

To: Toby.Bobby@workemail.com
From: Chris.Cheerful@workemail.com
Subject: Vacation Request Approved
Hi Toby,

Your vacation request for next week has been approved. Enjoy your time off!

Sincerely, Chris

MOBBING EXAMPLES

To: Toby.Bobby@workemail.com
From: Kevin.Kranky@workemail.com
Subject: Your "Contribution"
Toby,

Your work on the Beta project was, as usual, subpar. I don't know how you manage to mess up such simple tasks.

Kevin

To: Toby.Bobby@workemail.com
From: Jessica.Uglyface@workemail.com
Subject: Team Dinner (Excluding Toby)
Team,

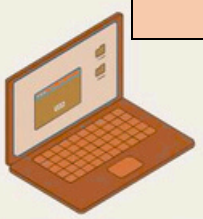
Let's go out for dinner after work. Everyone except Toby, of course. We need to actually enjoy ourselves.

Thanks, Jessica

To: Toby.Bobby@workemail.com
From: Robert.Rude@workemail.com
Subject: Urgent - Clean the Kitchen
Toby,

Clean the kitchen NOW. It's disgusting. I don't know why we have to constantly clean up after you.

Robert



To: Toby.Bobby@workemail.com
From: Jennifer.Jinx@workemail.com
Subject: Performance Review
Toby,

Your performance is unacceptable. You're lazy, incompetent, and a waste of company resources. I'm surprised you haven't been fired yet.

Jennifer

After choosing all the emails correctly, there will be a **cinematic that will show the Huge Stone Head disappearing**.

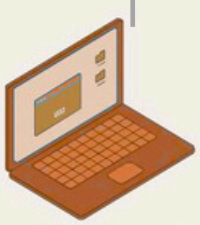
> **Toby:** Hey, thanks for showing me the emails that were taking things a step to far... **[Of course] [Sure!] [Glad to help]**
> **Player:** I am glad that the Huge Stone Head is gone. **[Next]**
>
> **Toby:** I feel so much lighter without it. I can finally get back to work! **[Exit]**

> **Toby:** Thank you so much for the help. The Stone Head is gone and I feel so much lighter!

Worker 4 - Harper - burdened by a Distracting Disco Ball

Harper's house is a sensory overload. It's bright, chaotic, and filled with constant movement and noise. It is filled with as many chaotic items, models, things that do not look like they fit whatsoever. The Player speaks with Harper.

> **Harper:** I... I can't take it anymore! **[Distracted] [Overwhelmed]**
>
> **Player:** What's wrong, Harper? You seem overwhelmed. **[Next]**
>
> **Harper:** It's... it's everywhere! The lights, the noise, the... the *things*. I can't think straight! **[Can't Think] [Confused] [Oh my]**
> **Player:** I see. This place is quite... stimulating. **[Next]**
>
> **Harper:** Stimulating? It's driving me crazy! I can't focus on anything. I need to get rid of all this... this chaos! **[Chaos] [Together] [Distractions]**
>
> **Player:** Let's tackle this together. First, we need to eliminate these distractions. **[Next]**
>
> **Harper:** Eliminate? How? With a powerful tool I assume. **[Hammer time] [YES!]**
>
> **Player:** Something like that. I think we might need something a little stronger. **[Exit]**



This ought to be fun. I'll look for things to destroy.

The Player is given a huge hammer and needs to go around the room and by looking at the distracting items and right-clicking on them, will make them disappear.

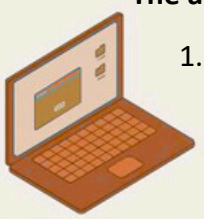
After the Player is done, a **cinematic will show the Distracting Disco Ball disappear a little bit**.

> **Harper:** Wow... it's... quieter. And the disco ball isn't as intense anymore. I can actually see straight! **[Relief] [Better] [Big step]**
> **Player:** It looks like you've made a big step in the right direction. It's amazing what a little focus can do. **[Next]**
> **Harper:** Yeah, but... my back is killing me. And my wrists hurt. I've been hunched over this desk for too long. **[Pain] [Healthy] [Uncomfortable]**
> **Player:** I see. Well, we've cleared the distractions, now let's work on making your workspace more comfortable and healthy. **[Next]**
> **Harper:** Healthy? How? I can't afford a fancy new chair or anything. **[Expensive?] [Difficult?] [Unrealistic?]**
> **Player:** Don't worry, we won't need anything expensive. We can find some simple, cost-efficient solutions right here in your house to improve your setup. **[Next]**
> **Harper:** Really? Like what? I'm willing to try anything at this point. **[Ergonomic] [Healthy] [Let's Try!]**
> **Player:** Let's have a look around. We can use what we find to make your workspace more ergonomic and less stressful on your body. **[Exit]**

The player will explore Harper's house, searching for everyday items that can be repurposed to create a more ergonomic workspace. By interacting with various objects (right-clicking), the player will collect items such as books, boxes, and blankets, etc. The player will then use these items to adjust Harper's desk setup (right-clicking), elevating the monitor, providing lumbar support, and improving overall posture etc. The player's goal is to create a comfortable and healthy workspace using readily available, cost-effective solutions.

I will look for some items that could make Harper's set-up more ergonomic.

The adjustments:



1. **Books** – elevating the monitor to be higher

2. **Box** – acting as a foot rest under the desk
3. **Blanket** – lumbar support on the desk chair
4. **Small towel** – wrist support next to the mouse
5. Turning on a **light** next to the desk/on the desk

The descriptions of the items in-game:

- **Books:** "A stack of thick, sturdy books. These can be used to raise your monitor to eye level, reducing strain on your neck and shoulders."
- **Box:** "A small, sturdy box. When placed under your desk, it can serve as a footrest, promoting better posture and reducing leg fatigue."
- **Blanket:** "A soft, rolled-up blanket. This can be placed behind your lower back on your chair to provide lumbar support, improving posture and reducing back pain."
- **Small Towel:** "A folded, soft towel. Placing this next to your mouse can provide wrist support, preventing strain and discomfort during extended computer use."
- **Desk Lamp:** "A desk lamp with an adjustable neck. Turning this on will provide focused light, reducing eye strain caused by working in a dimly lit environment."

After the Player is done, a **cinematic will show the Distracting Disco Ball disappear.**

> **Harper:** Wow, this feels... amazing! My back doesn't hurt, my wrists are comfortable, and I can actually see the screen without straining. And... the disco ball is gone! It's completely gone! **[Amazing!] [Comfortable] [Healthy]**
>
> **Player:** I'm glad to hear it, Harper. You've created a much healthier and more focused workspace. **[Next]**
> **Harper:** I never realized how much those little things could make such a difference. I feel so much more relaxed and ready to work. **[Focus] [Control] [Distractions]**
> **Player:** That's the power of ergonomics and a distraction-free environment. You've taken control of your space and your focus. **[Next]**
> **Harper:** I really couldn't have done it without you. Thank you so much! I feel like a completely different person. **[Healthy] [Habits] [Productivity]**
> **Player:** You're welcome, Harper. Remember to keep these habits up. It'll make a huge difference in your productivity and well-being. **[Next]**
> **Harper:** I will! I promise. **[Calm] [Focus] [Celebrate!]**
>
> **Player:** Everyone deserves a calm and focused work environment. Now, it is time for you to celebrate. You have earned it! **[Next]**
>
> **Harper:** You are right! I will start by going for a walk, and then watch a movie! Thank you again! **[Exit]**

> **Harper:** I am soo thankful. The Disco Ball is gone and I feel so much more focused!

When the Player will finish the last task, there will be a cinematic showing the whole town become happier (sun will appear). And the following text will appear:

You have finished RemWorks4SMEs Minecraft Map. Congratulations and try to implement those methods in your own life!