YOU NEED TO
TAKE A DUMP IN THE
GAS STATION BATHROOM

A Game by Holden Starzer
Thank you to my committee members!

- Steven Gutierrez
- Robert Lauer
- Tony Calabro
- Scott Lax
**Thesis Statement**

I have created a comedic, open-ended point & click game by giving the player many goofy ways to achieve their goal.

**Project Statement**

My sole intention of this project is to make the player laugh, or confuse them at the very least.
Set in the fictional gas station, Shart, the player must gain access to the restroom while completing mini-games and talking to the workers.
Gameplay

- Point & click exploration
- Minigames based on a drag & drop system
- Visual novel-like talking mechanic
Gameplay & Art Inspiration

- LucasArts Point & Clicks, WarioWare
- Scott Pilgrim vs. the World, Pizza Tower, Celeste
Our Protagonist

You play as Schmo, the average Joe, who’s on a roadtrip to an unknown destination.
Who You’ll Meet Along the Way
Minigames

CLICK TO DUNK PRE-HEATED WATER

CLICK TO DUNK

GRAB THE TEA FLOWER
I had initially made the player’s goal to collect enough gas money in order to leave the gas station, but throughout production I had trouble driving home the humor aspect with the premise. After more thought, I realized that having the player need to reach the bathroom ties into the “bathroom” humor present in the game.
Initial story will be told through an opening cutscene
Demo

Lost N' Found

-Huh, it's empty.
What I’d do Next

- Implement more minigames
- Create more characters
- Create more environments
- Polish artwork
- Original music


Link to Game

https://hfstarzer.itch.io/dump
Thank You! (and come again)

Questions?
Demo

Lost N' Found

-Huh, it's empty.