

## **Monotony**

Monotony is a 2D point and click game for mobile devices, focused around incredibly boring and repetitive tasks. The core concept focuses on having the player do as little as possible while still being considered a game. Monotony tells the story of a young child, home for the summer, left with a long list of “Herculean” chores to complete before the week’s end ...

Gameplay in Monotony is broken down into levels, with each level representing an incredibly boring task. For instance, the first level would involve watching paint dry. In a manner similar to Desert Bus, the player faces a wall, and is tasked with adjusting the blinds periodically, such that the paint dries evenly on the wall. As an added challenge, the house cat periodically enters the room and attempts to deface the freshly painted wall.

Another level might involve watering plants. The player avatar holds a hose, and must hold it in position for a predetermined, and extremely long, duration. The player must evenly distribute water to all the plants in various flower-beds, noting that plants consume water and water itself evaporates at some rate. Other tasks might involve watching water boil while assisting his parents with cooking dinner, or washing the windows.

Designed with extreme boredom in mind, Monotony primarily targets an audience likely composed of masochists and players who enjoy long Desert Bus marathons in the relaxing summer heat. Appropriate for all ages, Monotony is sure to create an atmosphere of complete boredom!