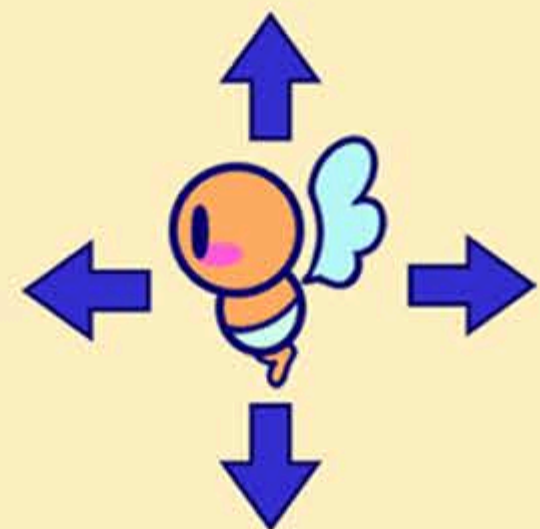


THE MAKING OF Corporate.



From the College for Creative Studies
Entertainment Art - Game Design
Class of 2026

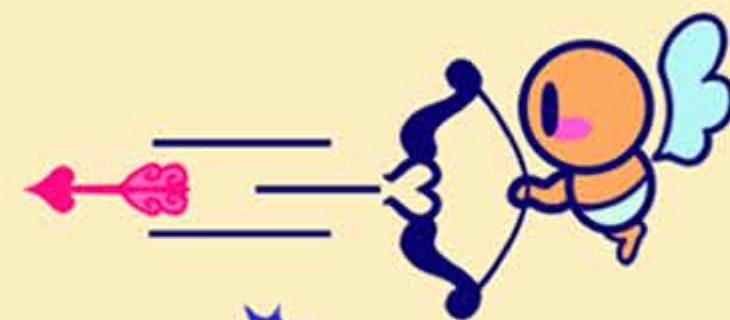
HOW TO PLAY



W
A S D



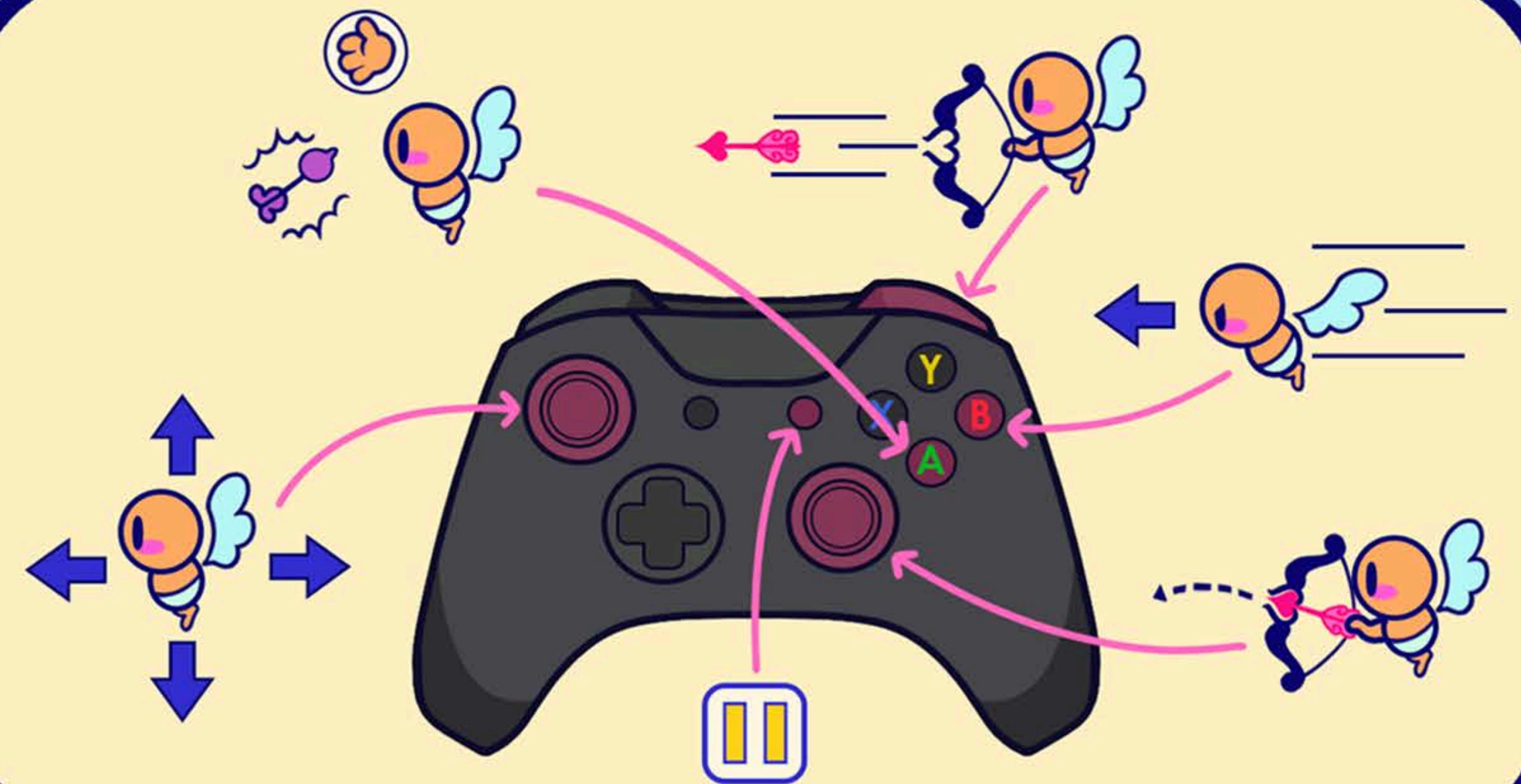
Shift



E



Tab



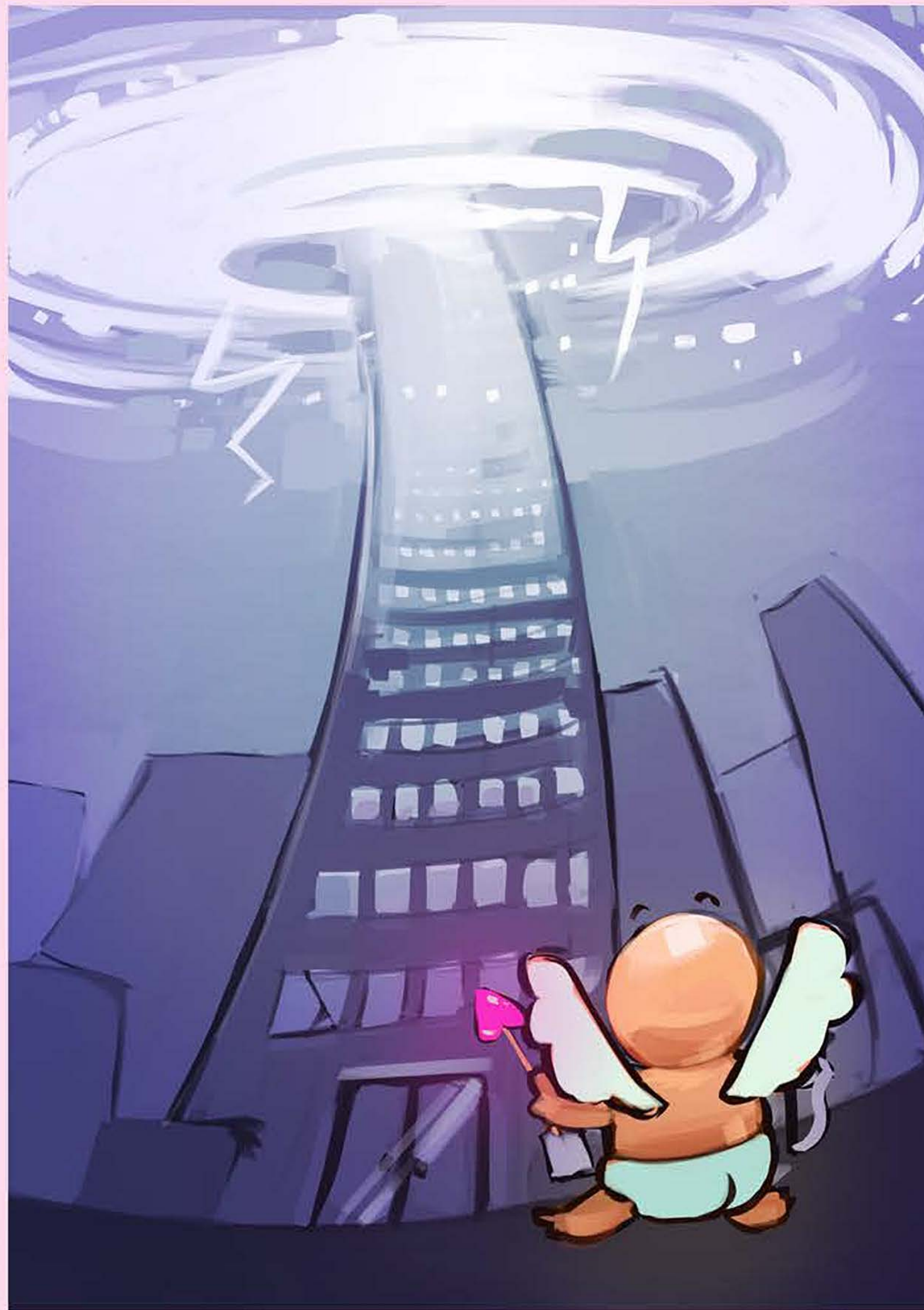
Tutorial sheets by Sarah Delphia

BACKGROUND

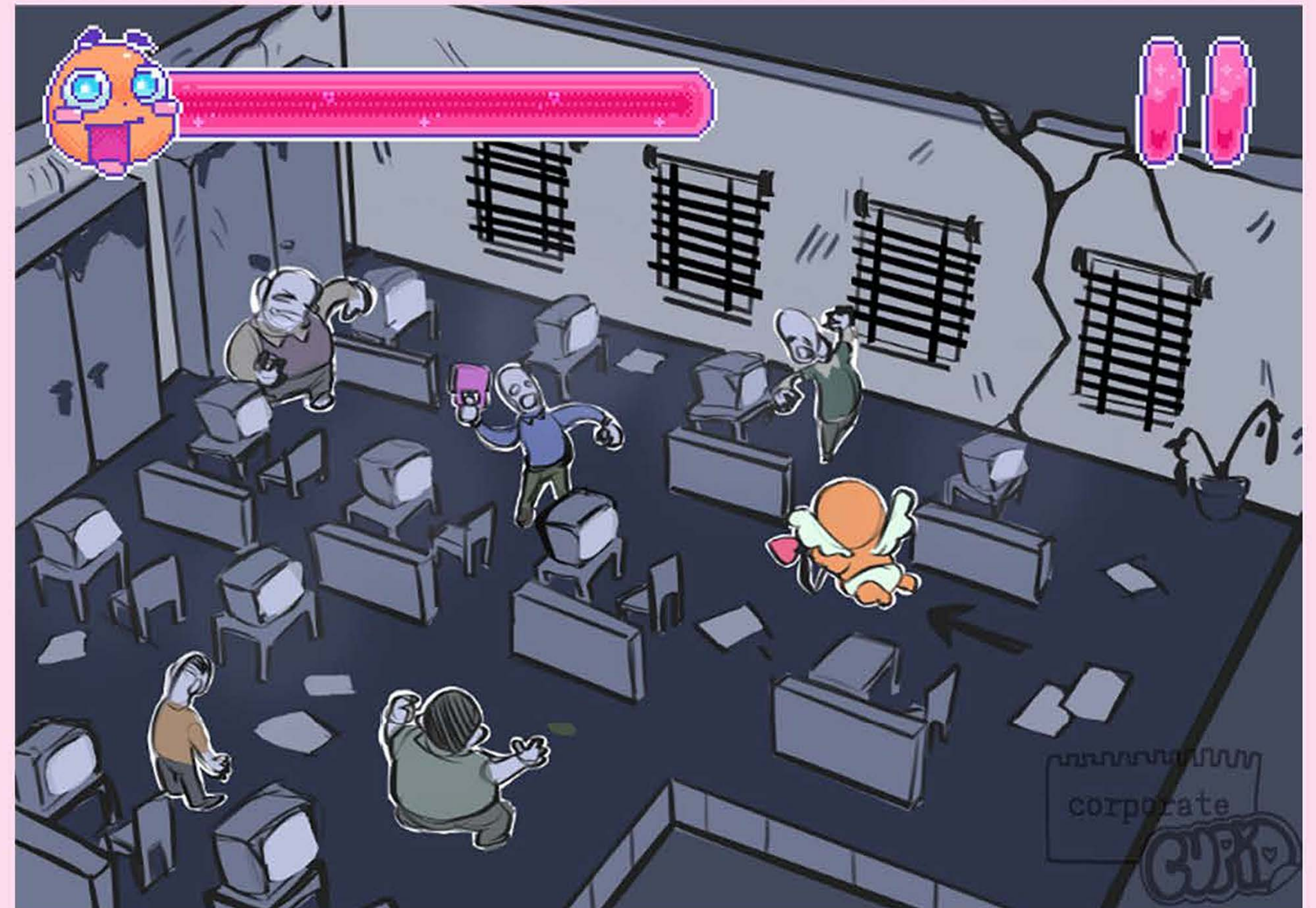
This game was created in the span of a single school year during the allotted time of Game Projects: a class in which the entirety of the College for Creative Studies, Entertainment Art - Game Design, junior year students must come together to design and develop a game from the ground up.

To decide on what to make, each student got into a team or worked on their own to develop a game idea to pitch to the rest of the class. From there, many rounds of voting were conducted until a single pitch was decided on.

This year the winner was **Corporate Cupid**.



Concept art by Daria Matlahova



ABOUT

Corporate Cupid is an isometric, rogue-like, action-adventure, shooter game. You play as Cupid, an angel sent by God to heal the zombie-like, underpaid, and overworked employees of this office. Save their souls by shooting them with his love arrows. Bring each disheveled floor back to life. Aim for the top to face the big, bad, CEO of the company and defeat him to free everyone once and for all.

EARLY CONCEPT WORK

By Daria Matlahova

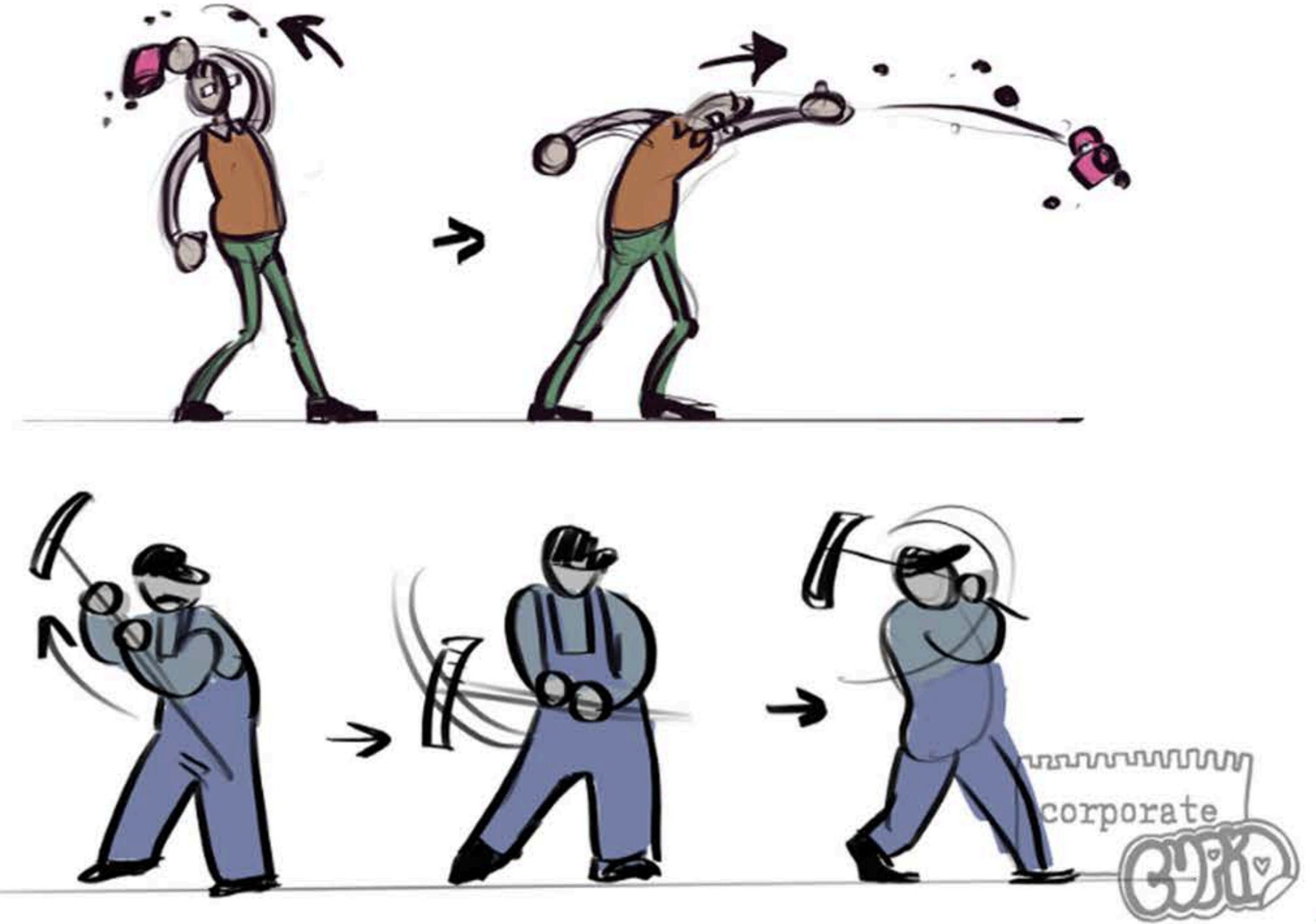
Department Worker - Suffering to Healed



Janitor - Suffering to Healed



RANGED VS MELEE



ENEMY IDEATION

Keyboard Ideation



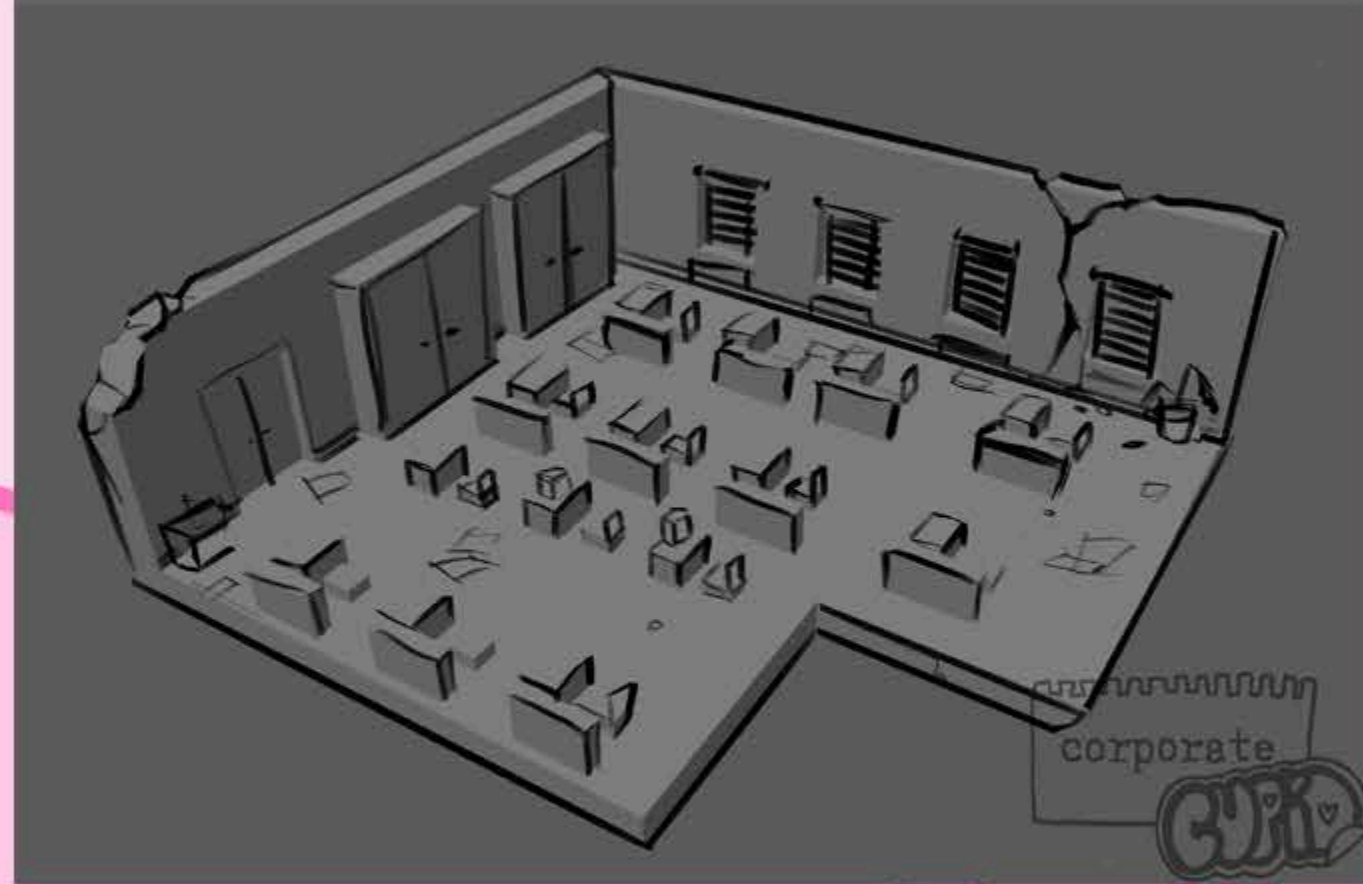
PC Towers



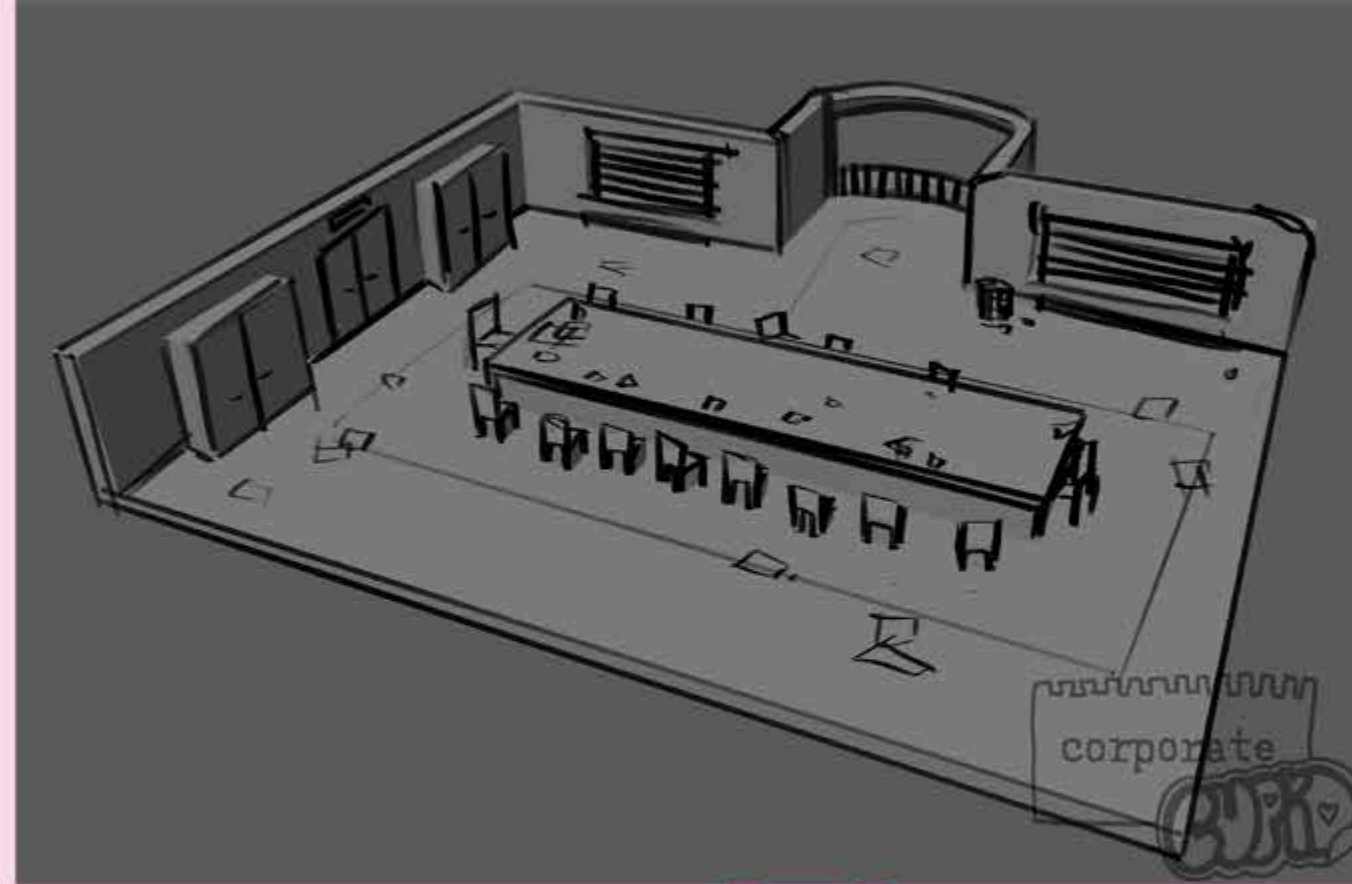
CHARACTER + PROP IDEATION



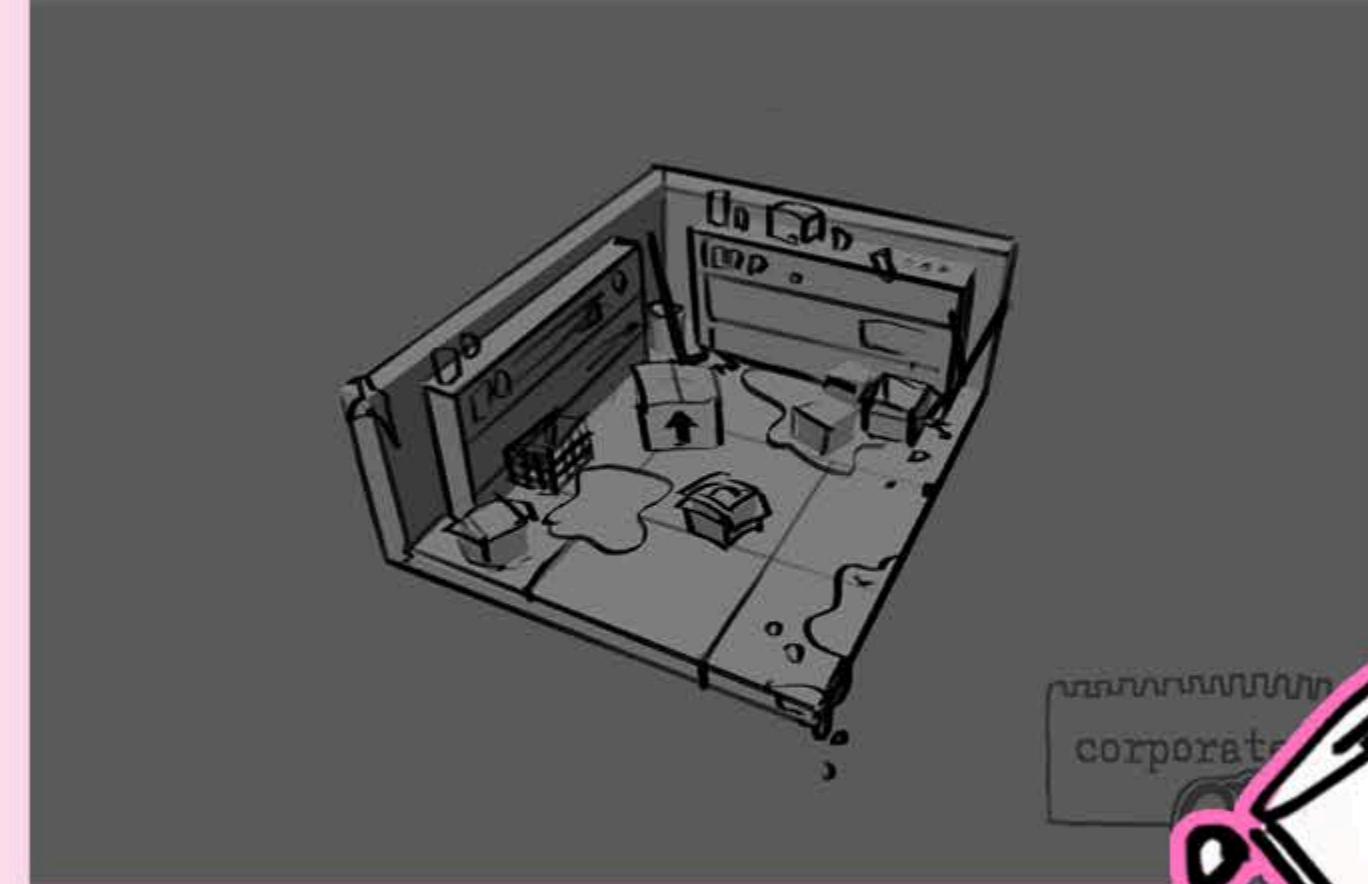
Department Room Sample



Meeting Room Sample



Janitorial Closet Sample



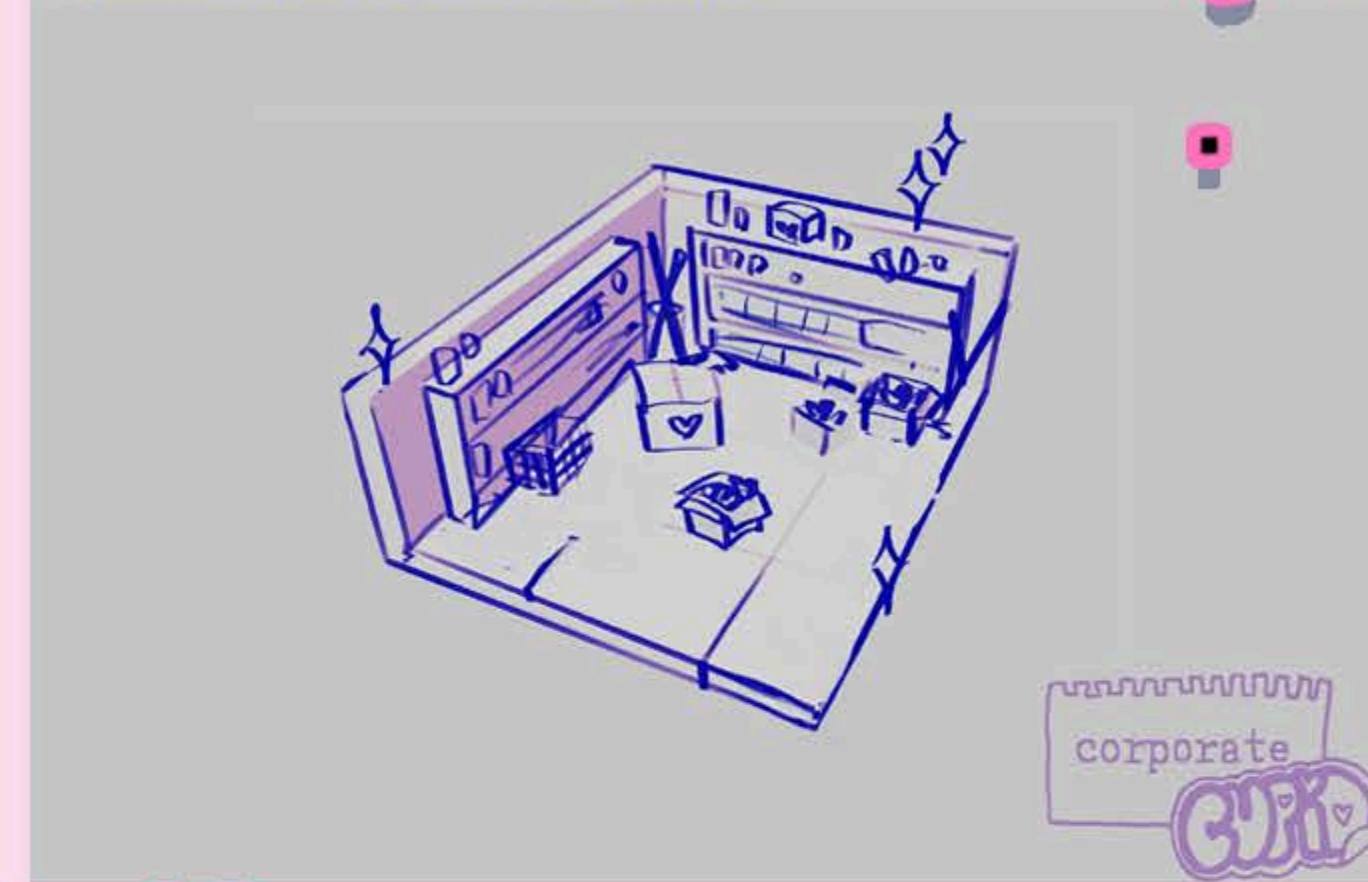
Department Room Sample



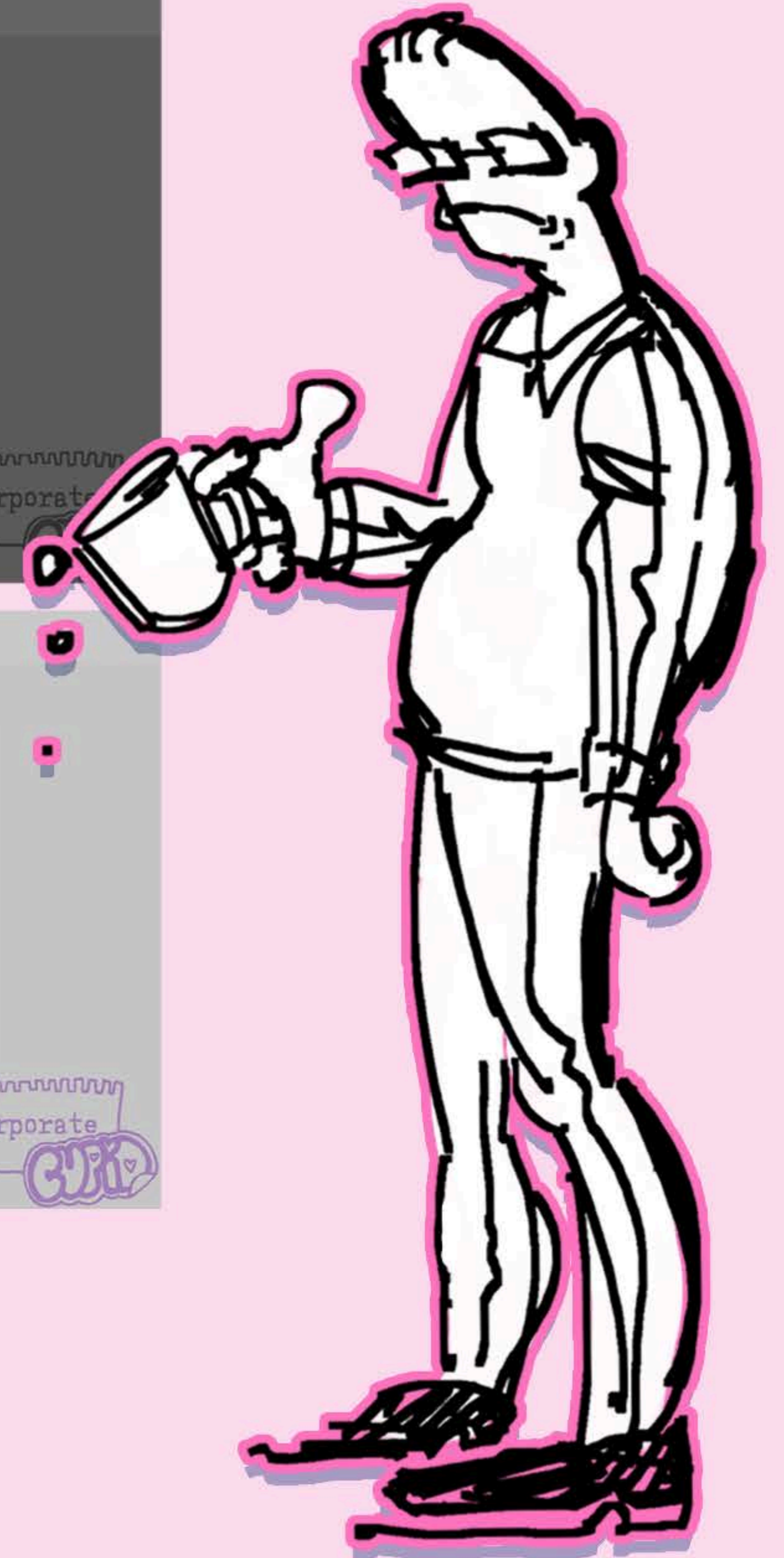
Meeting Room Sample



Janitorial Closet Sample



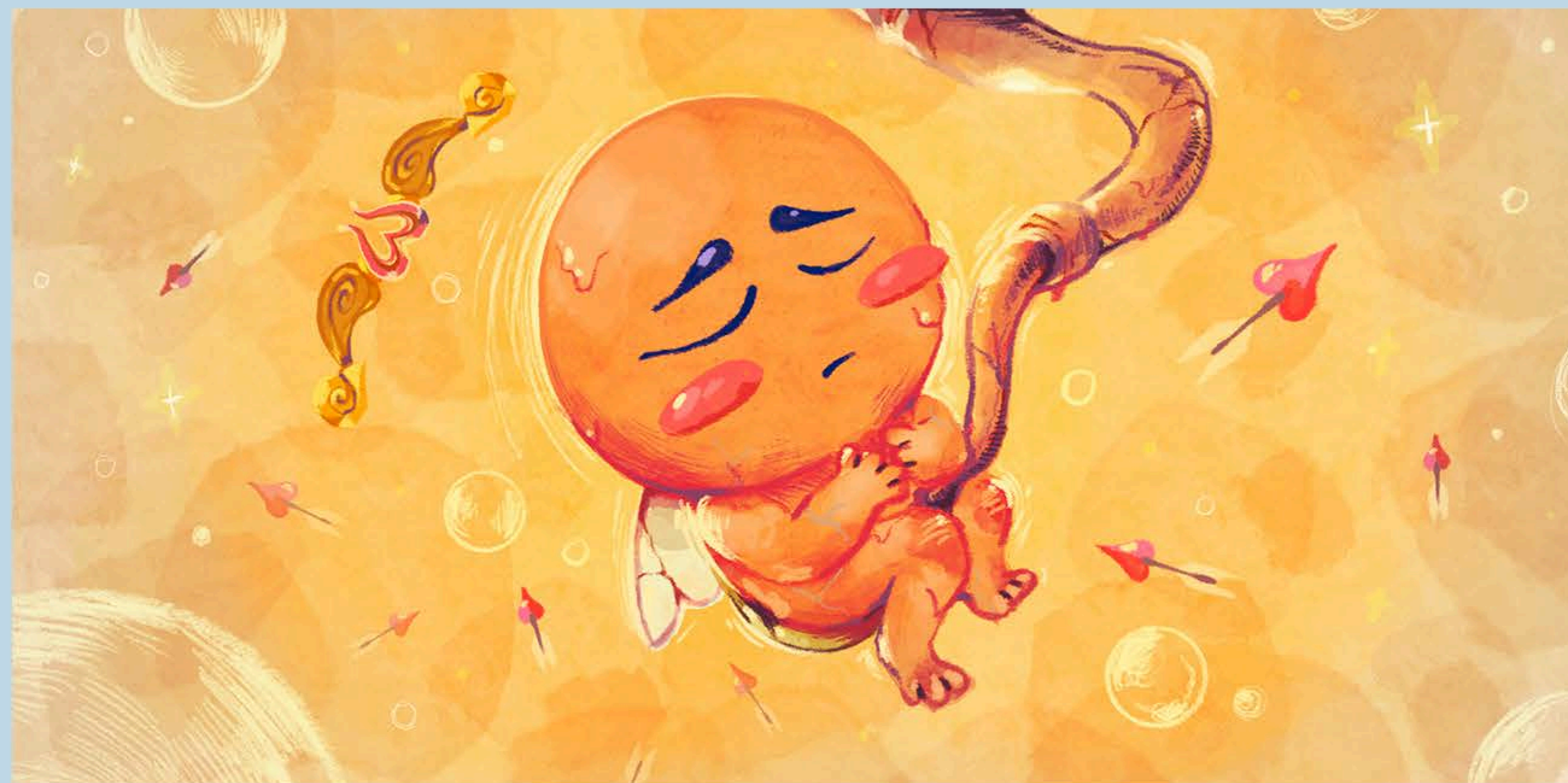
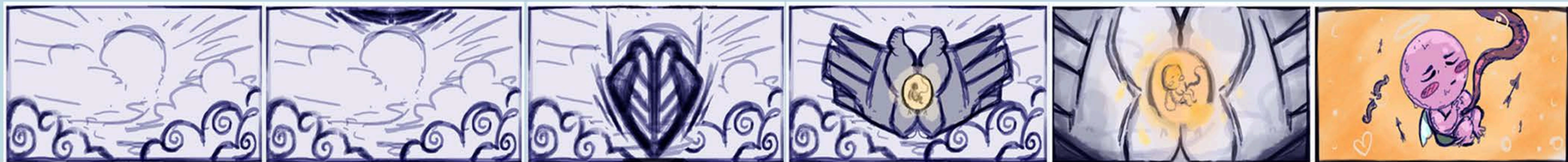
ENVIRONMENT IDEATION

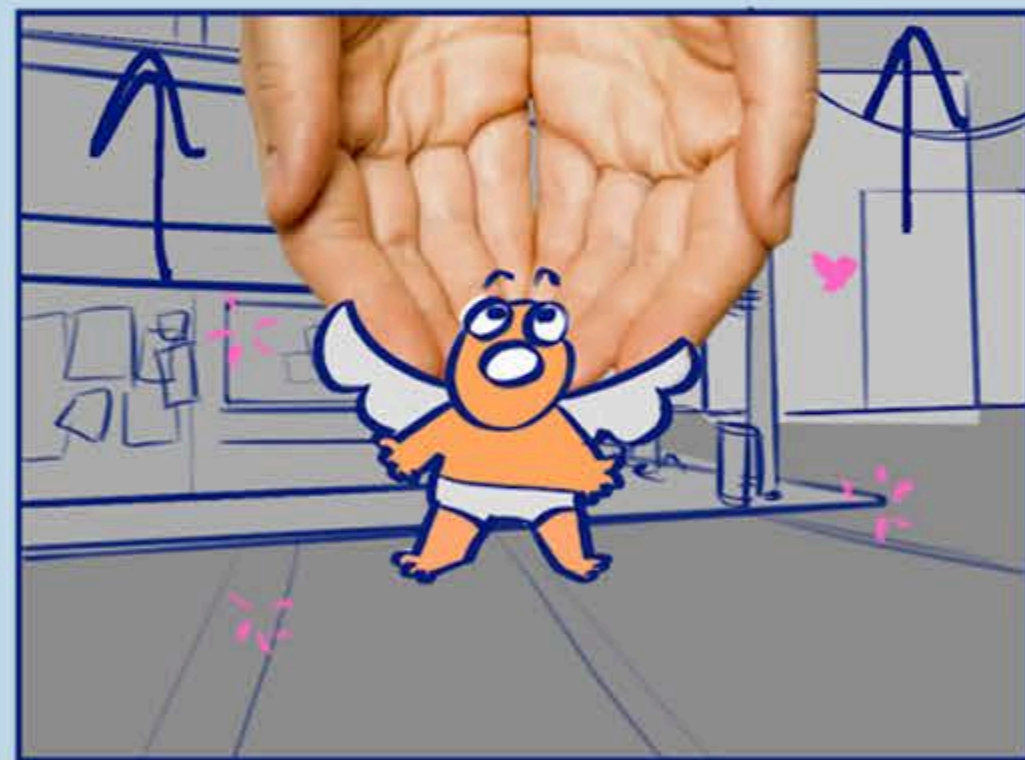
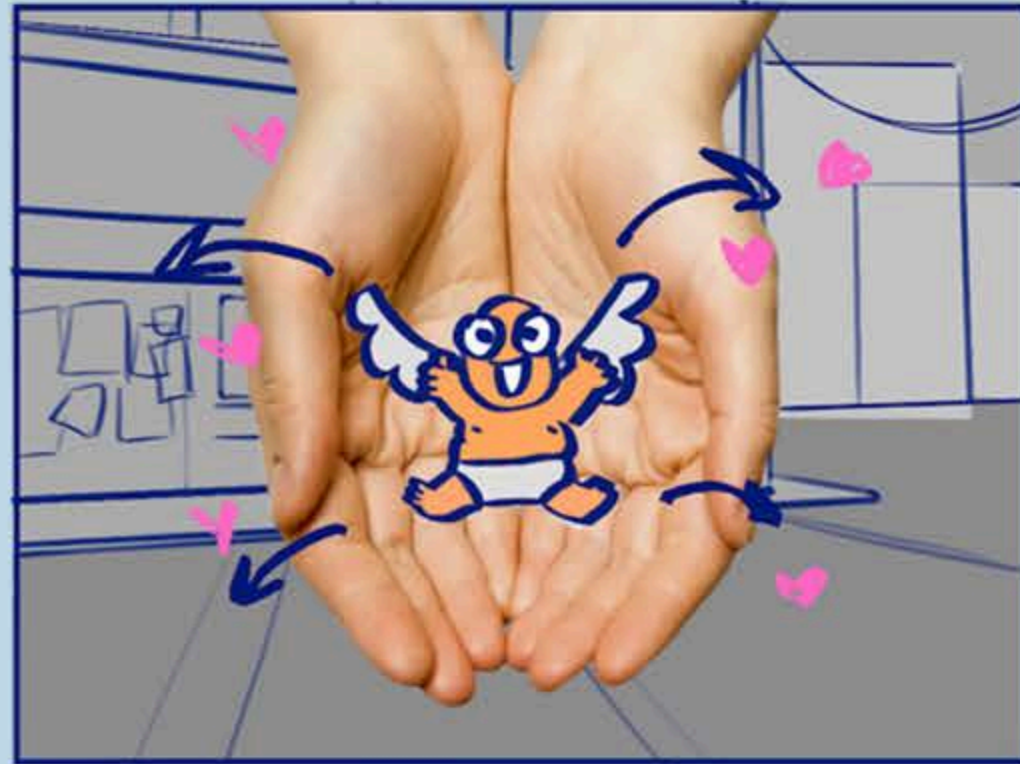
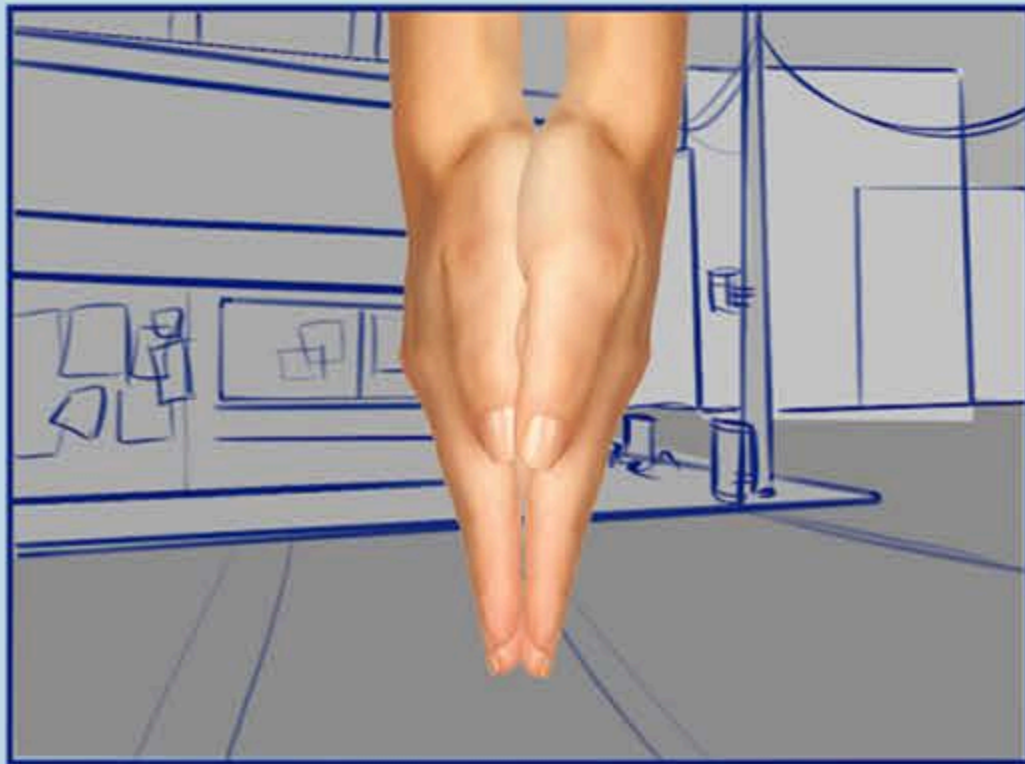
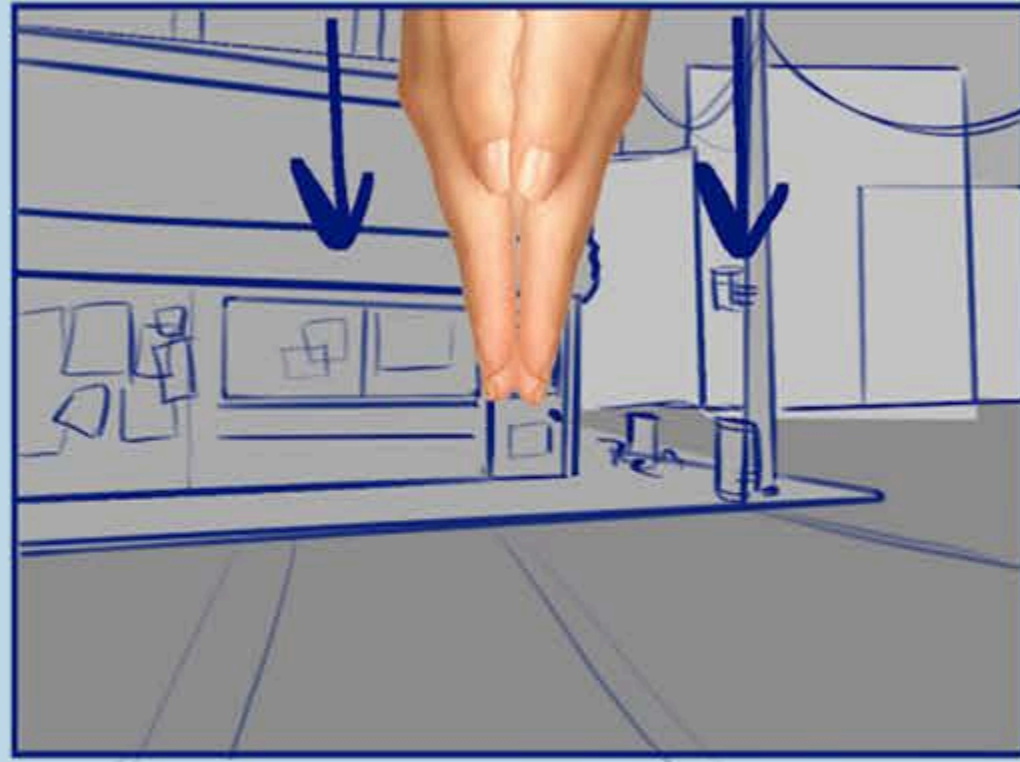
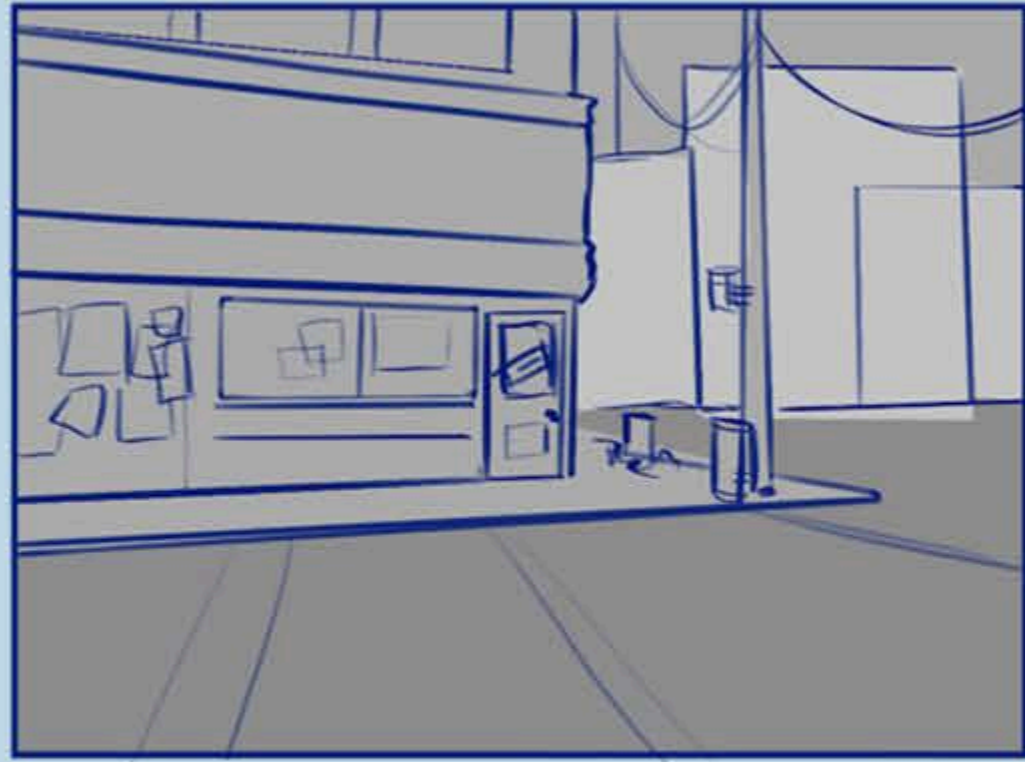




CINEMATIC ILLUSTRATIONS

By Colin LaBeau





Storyboarding by Daria Matlahova



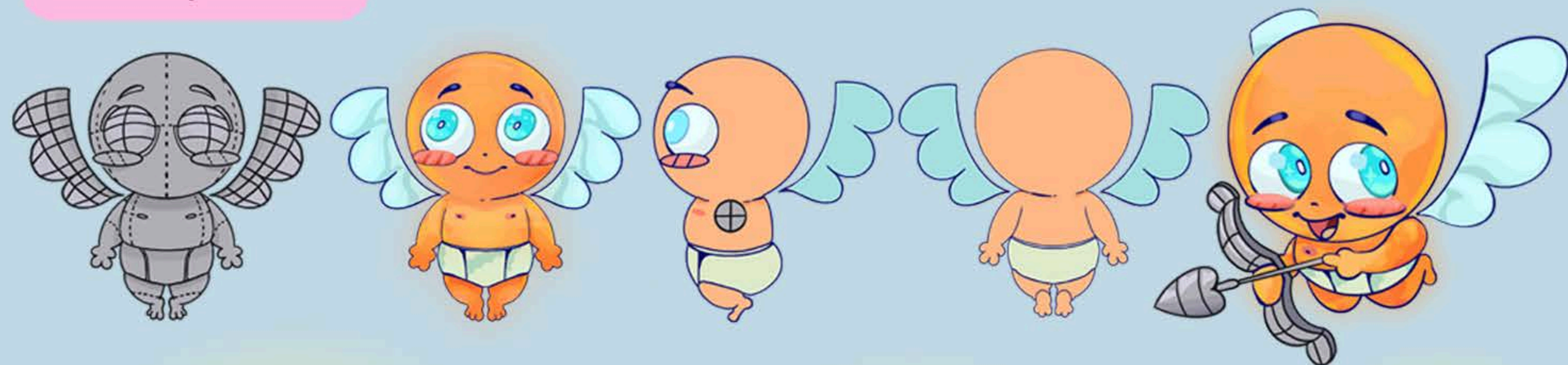
MEET GOD

The creator of our leading angel and the one who has sent him on this important mission. God, as he exists in **Corporate Cupid**, is both a comedic character and a looming presence. Throughout the game he guides his beloved son, Cupid, up the office floors. God can be seen aiding the player by giving Cupid power-ups upon completion of a floor.

MEET CUPID

You play as Cupid, the angel sent on a mission by God himself to save the company's soulless, underpaid, and overworked employees. With his mighty bow he shoots arrows directly at the suffering employees to save their souls. Cupid also has the ability to be temporarily buffed by power ups provided by God himself.

Turnaround by Colin LaBeau

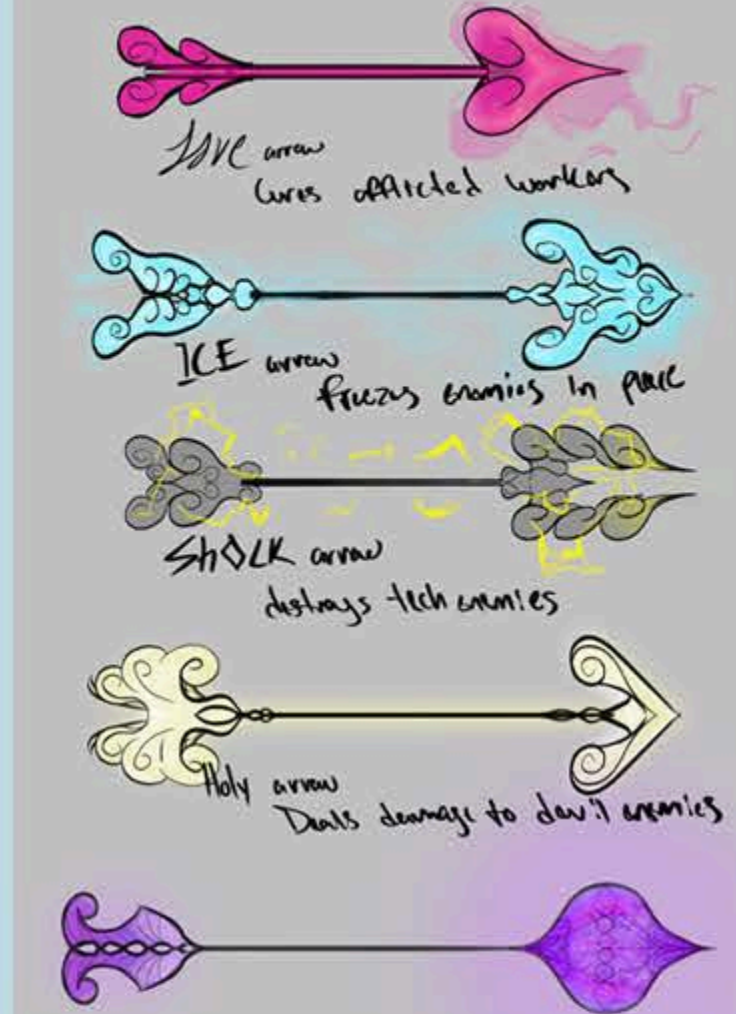
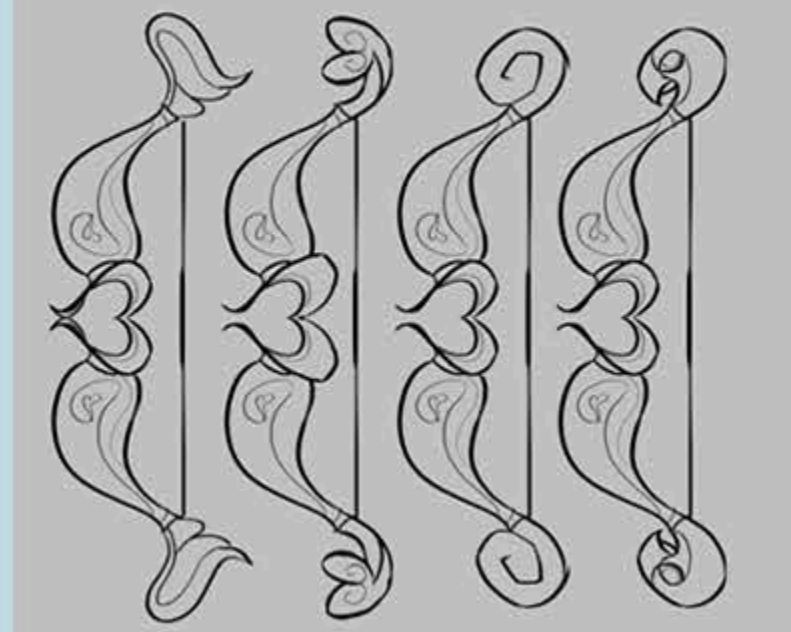
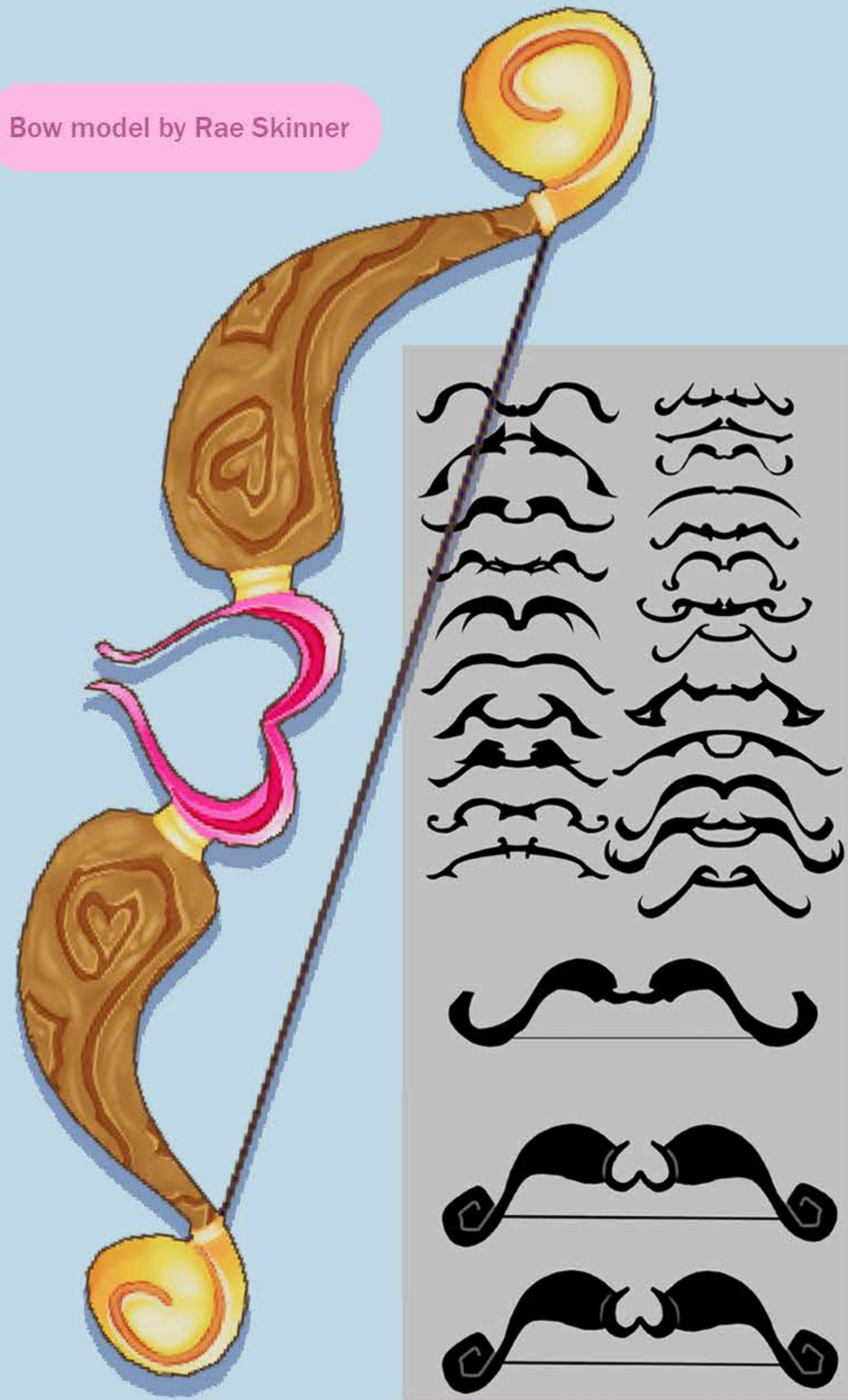


Power-up sprites by Sarah Delphia



Character model by Vanessa Abbo

Bow model by Rae Skinner

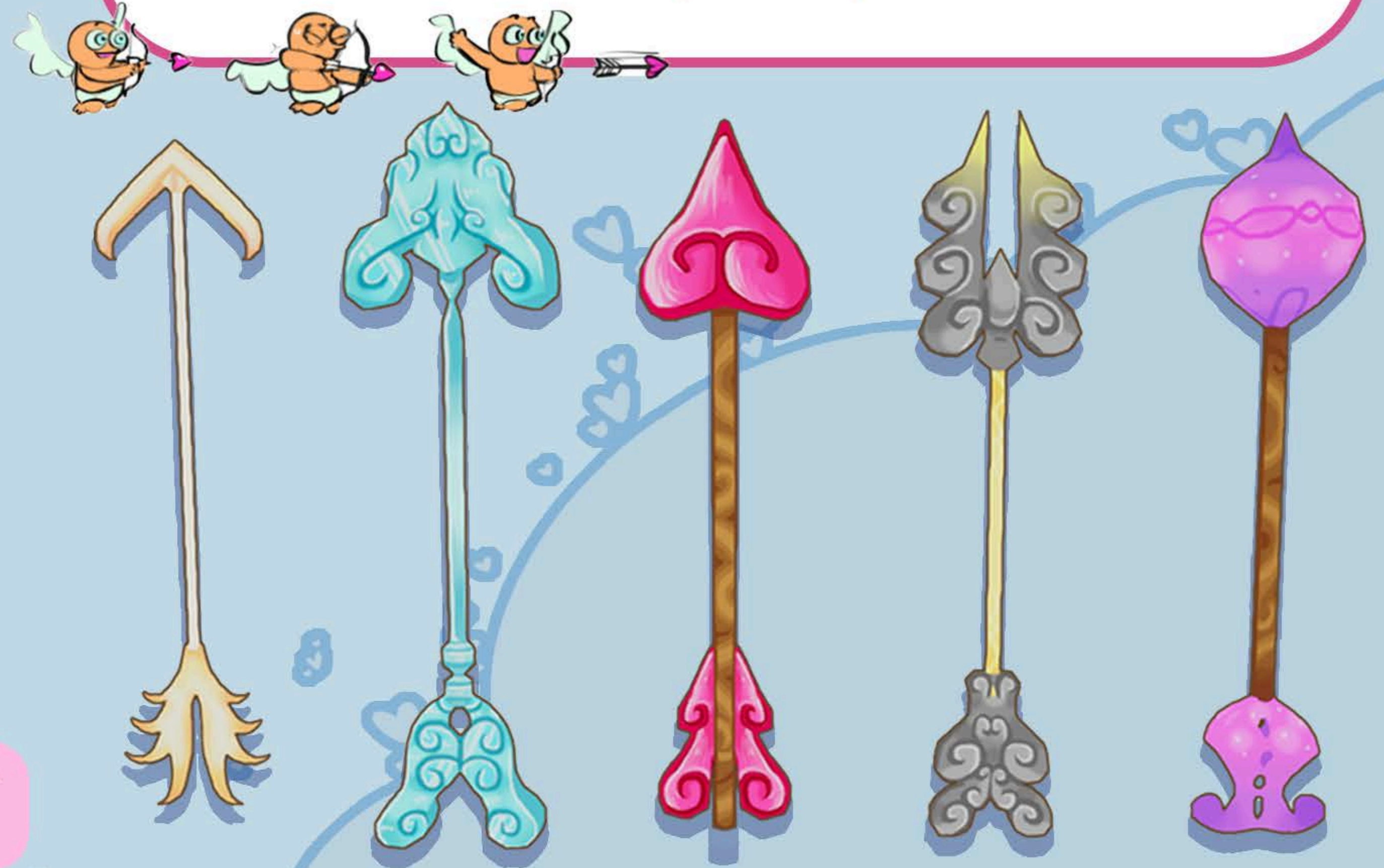


Concept art by Zayyan Aslam

Arrow models by Jonathan Barnett
& Daria Matlahova
Arrow textures by Rae Skinner

THE BOW

Cupid's trusty weapon of choice. Throughout the game, the player will have the ability to collect power ups that changes the types of arrows used and their effects. Other than your standard love arrow there is also ice, thunder, poison, and the very special holy arrow used to defeat the boss of **Corporate Cupid**.



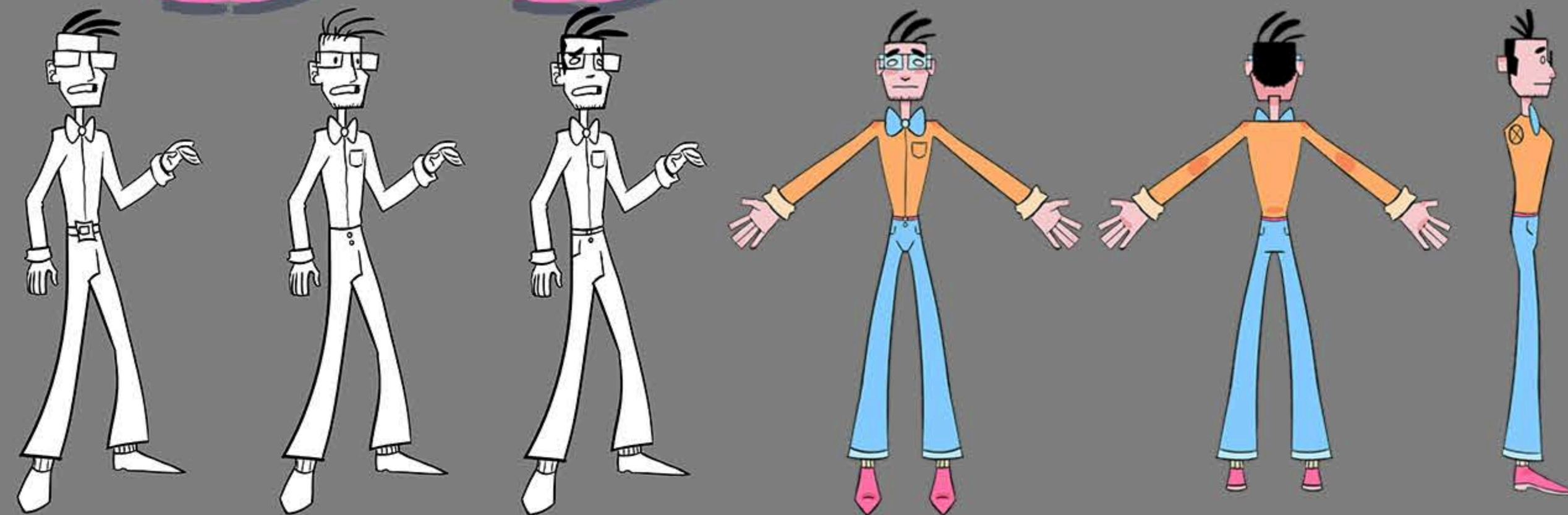
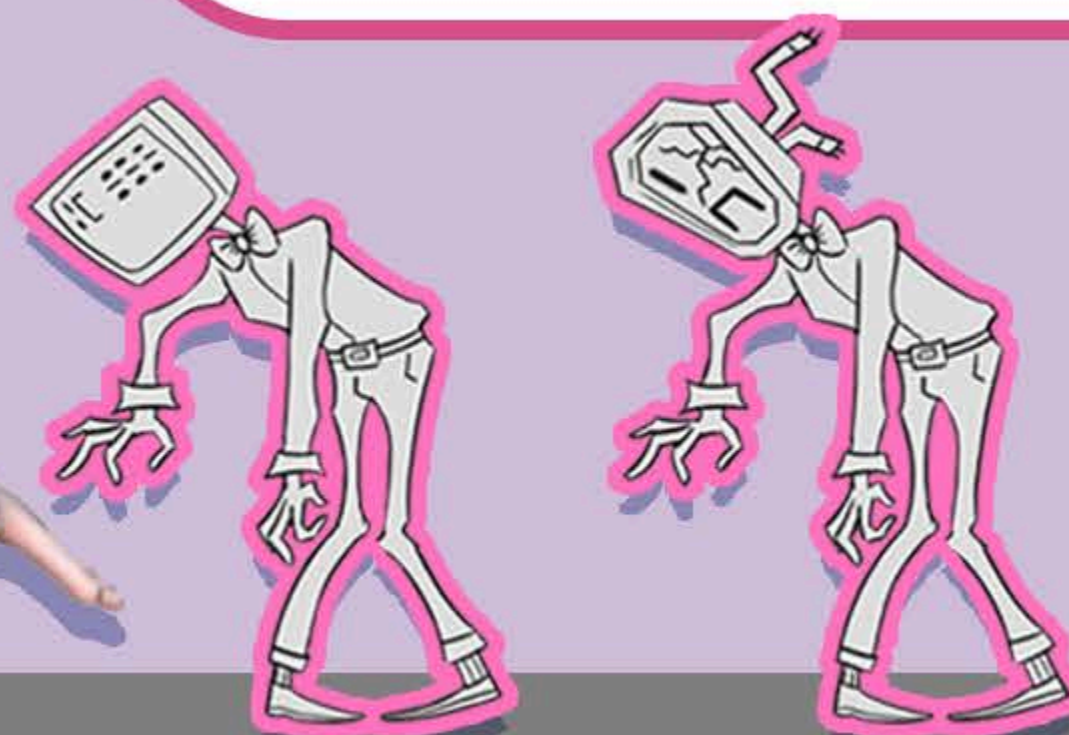
ENEMY #1

COMPUTER GUY

Character models by Daria Matlahova
Character textures by Sarah K Johnson

Concept art by Sarah Delphia

Before corruption, this character used to be an introverted yet enthusiastic programmer typically seen with a fresh cup of coffee in his hand. However, ever since the new boss took over he's been forced to work overtime, eyes glued to his screen. It didn't take long until both him and the monitor became one in the same. He can be seen throwing cups of coffee at the player if they are spotted.



THE TANK

ENEMY #2

This gentle giant used to be one of the kindest guys in the office, always bringing back goodies to his coworkers after his snack trips. Unfortunately, as the working environment soured so too did his attitude. Now that the vending machines have been empty for a while, his hangry and violent outbursts know no bounds. Don't get too close, unless you want to end up like the crushed machine.

Character model by Daria Matlahova
Character textures by Angy Gonzalez

Concept art by Zayyan Aslam





Concept art by Vanessa Abbo

Character model & healed textures
by Angy Gonzalez
Suffering textures by Sarah Delphia

ENEMY #3

OFFICE SIREN

Brilliant, efficient, and hypnotizingly beautiful, this secretary could schedule over a dozen meetings, take hundreds of calls, and do it all without breaking a sweat or smudging her perfect makeup. However, ever since she started working for the new boss her 'office siren' look slowly started to take on a more literal appearance.





Concept art by Colin LaBeau



MEET SATAN

He is known by many names: Lucifer, morning star, the devil himself, and now the big bad CEO of this corporation. A perfect new addition to the list of titles if you ask him. After all, what's more torturous and soul crushing than late stage capitalism? Now it makes sense why God himself sent Cupid on this dire task. Shoot him with holy arrows and send him back to the depths of hell where he belongs!

Character model by Angy Gonzalez



Satan concepts & model
by Zayyan Aslam



Imp concepts by Sarah Delphia



PHASE TWO

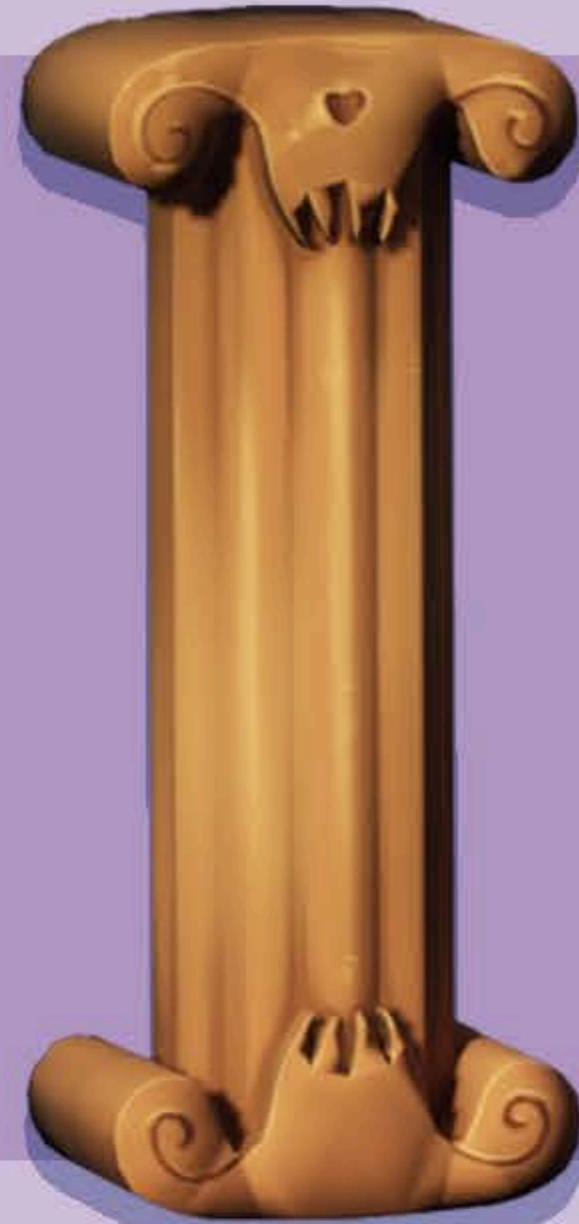


PROPS + ENVIRONMENTS

Boss asset models by Daria Matlahova

Boss desk model by Amalia Liakonis

Concept art by Colin LaBeau



BOSS ASSETS

SIREN ASSETS

Models by Brianna Barnett

Textures by Brianna Barnett & Daria Matlahova

Concept art by Sarah Delphia

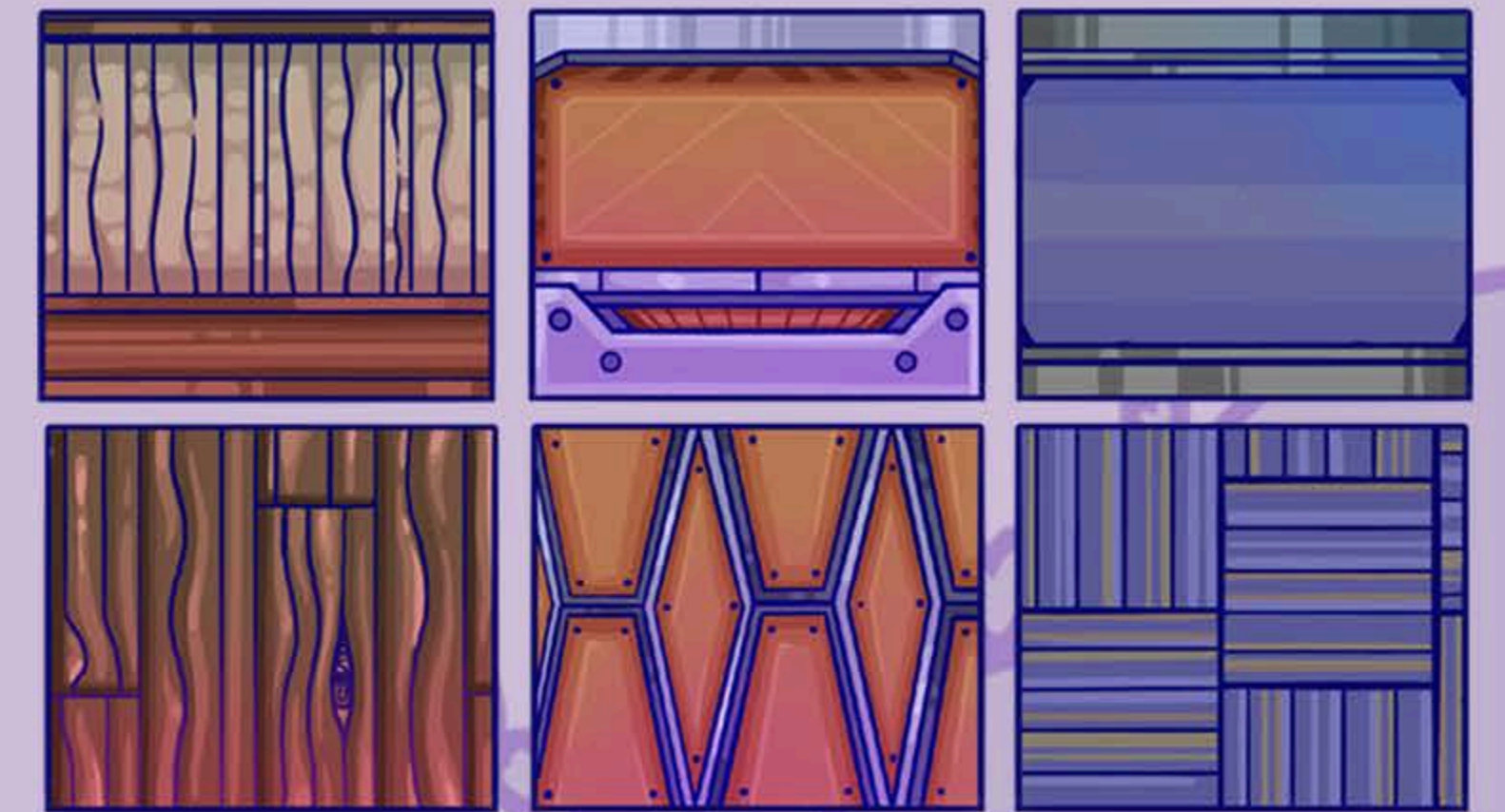
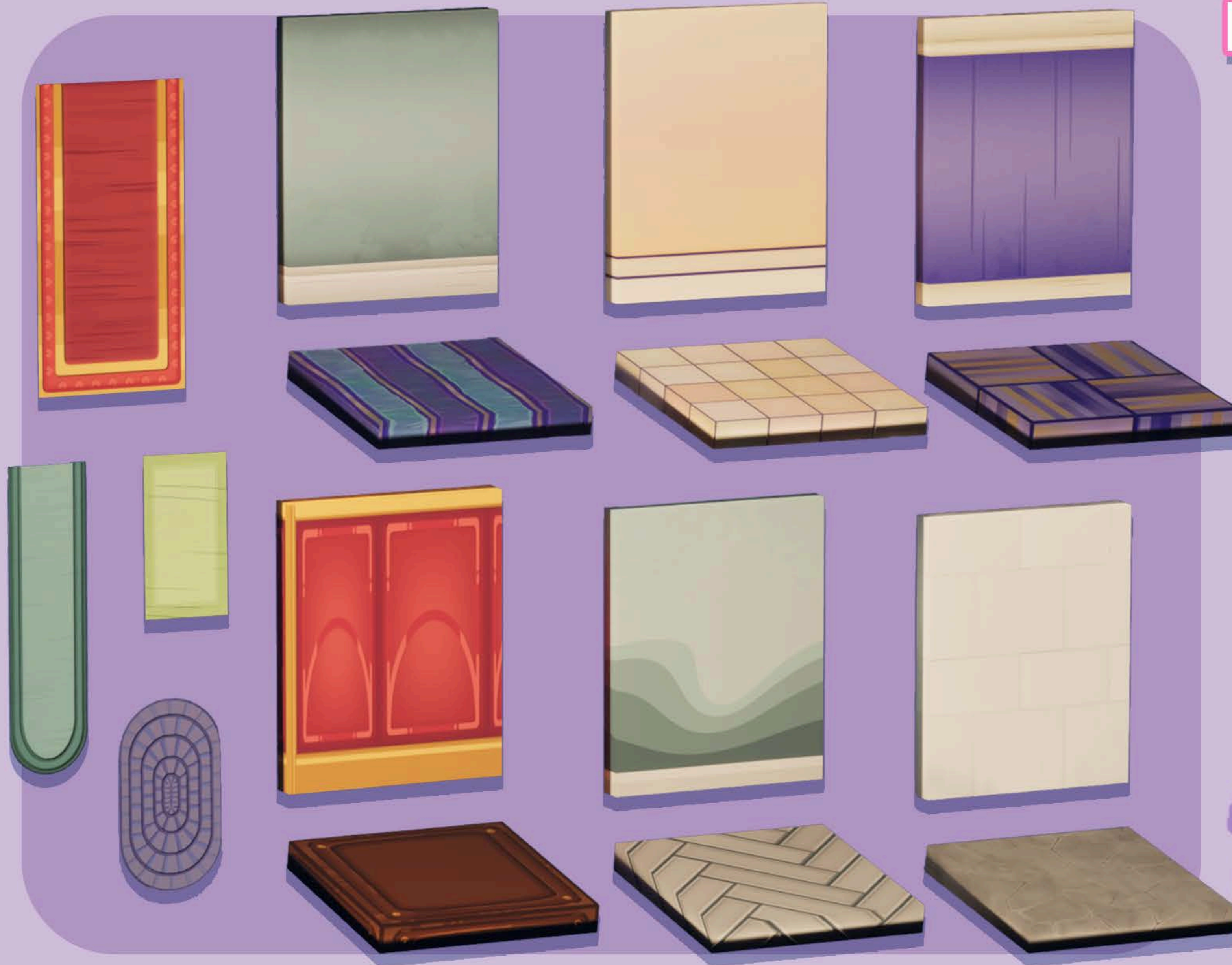


FLOOR + WALL MODULES

Models by Amalia Liakonis

Concept art by Colin LaBeau

Textures by Sarah K Johnson & Daria Matlahova



ELEVATOR + WINDOWS

Window models by Sarah K Johnson

Window textures & concept art by Colin LaBeau

Elevator models by Amalia Liakonis & Daria Matlahova

Elevator textures by Daria Matlahova

Elevator concept art by Sarah Delphia



PLANTS

Plant models by Sarah K Johnson

Concept art by Daria Matlahova



DESKS + CHAIRS

Chair models by Sarah K Johnson

Desk models by Carter Ryan

Textures by Amalia Liakonis

Concept art by Colin LaBeau



SEATS + TABLES

Models by Sarah K Johnson

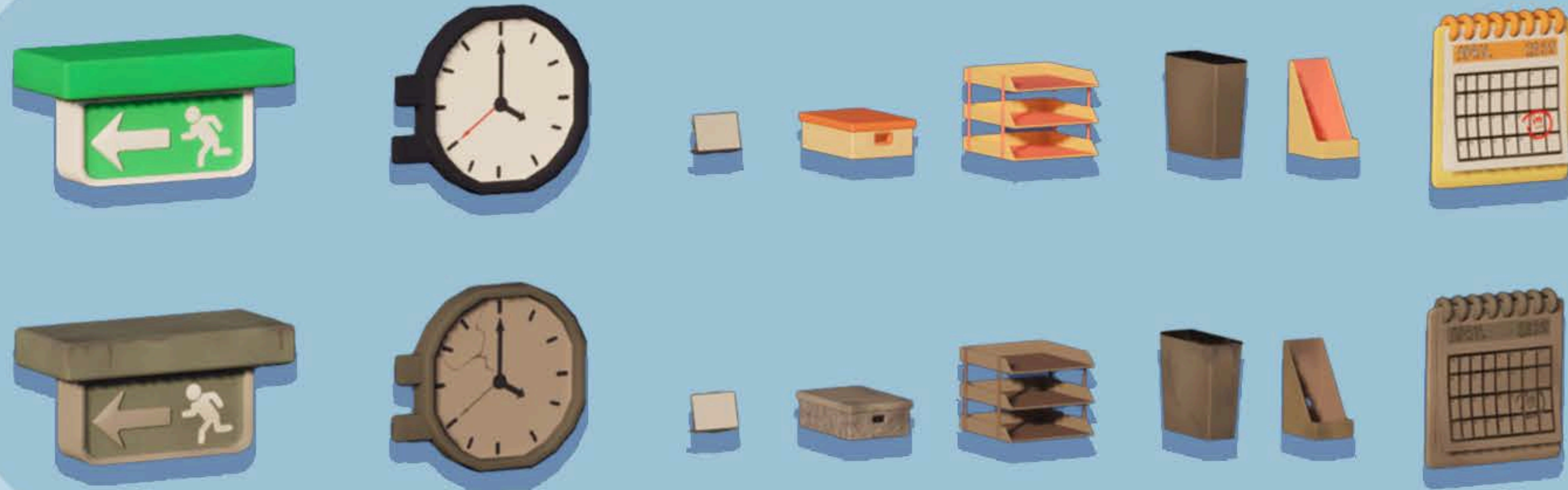
Concept art by Colin LaBeau



SMALL OFFICE CLUTTER

Models by Brianna Barnett & Daria Matlahova

Concept art by Sarah Delphia

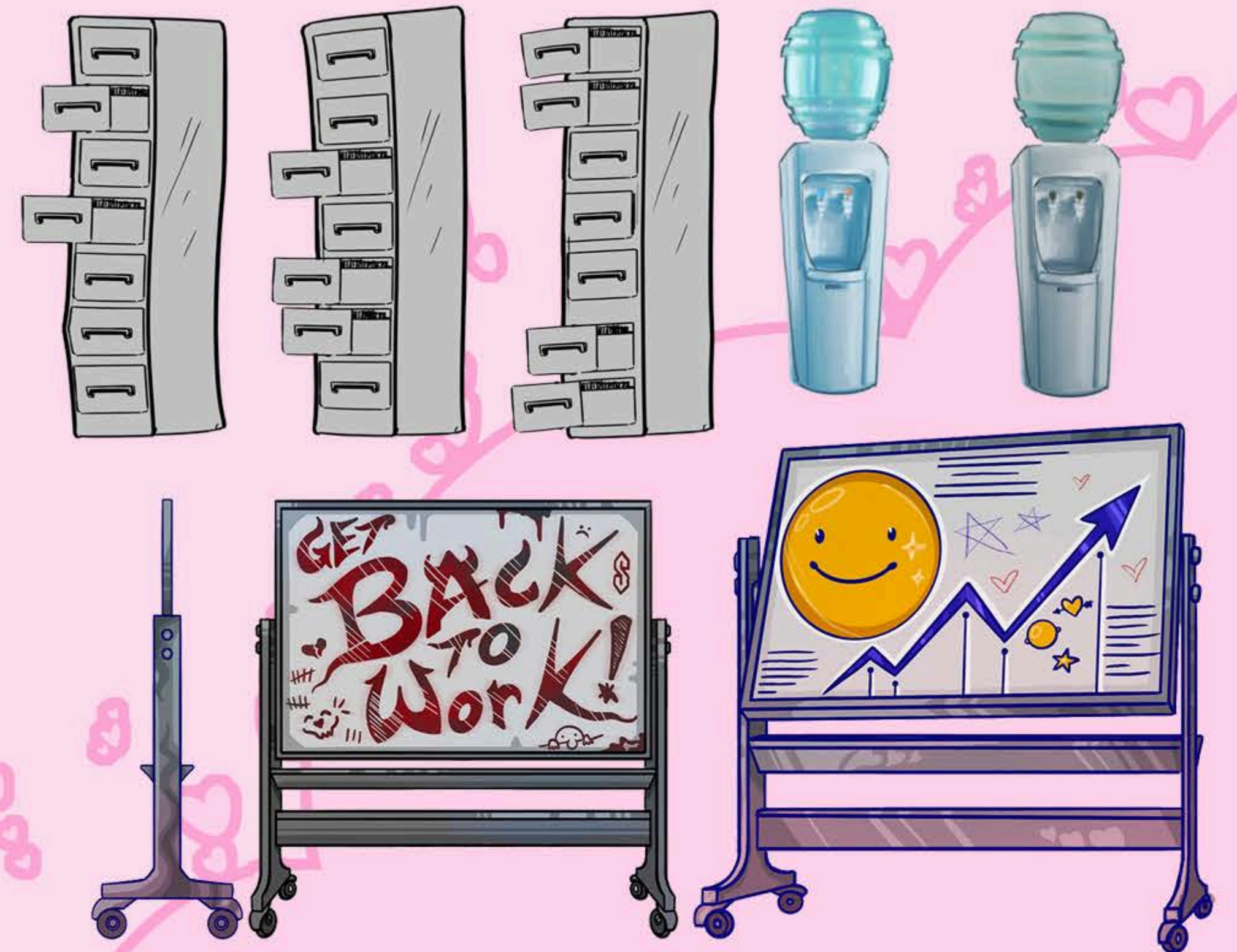


BIG OFFICE CLUTTER

Models by Brianna Barnett, Daria Matlahova, & Amalia Liakonis

Textures by Jonathan Barnett

Concept art by Vanessa Abbo, Zayyan Aslam, & Colin LaBeau





STORAGE + RECREATION

Ping pong table model by Sarah K Johnson

Janitor models by Carter Ryan

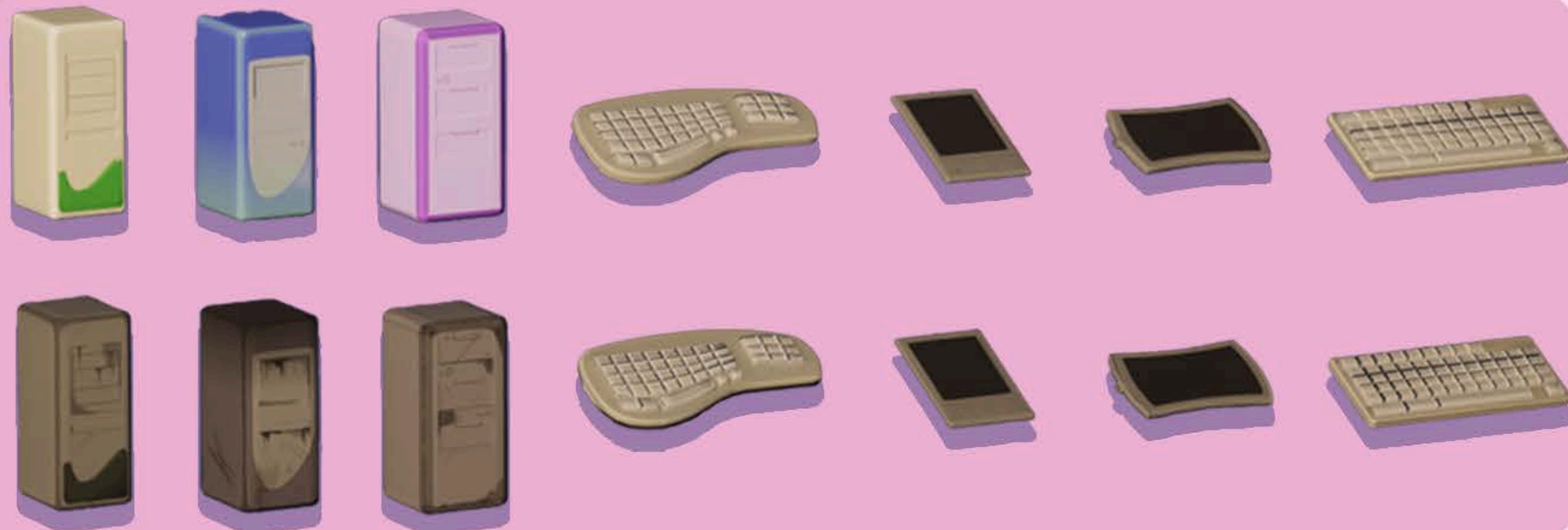
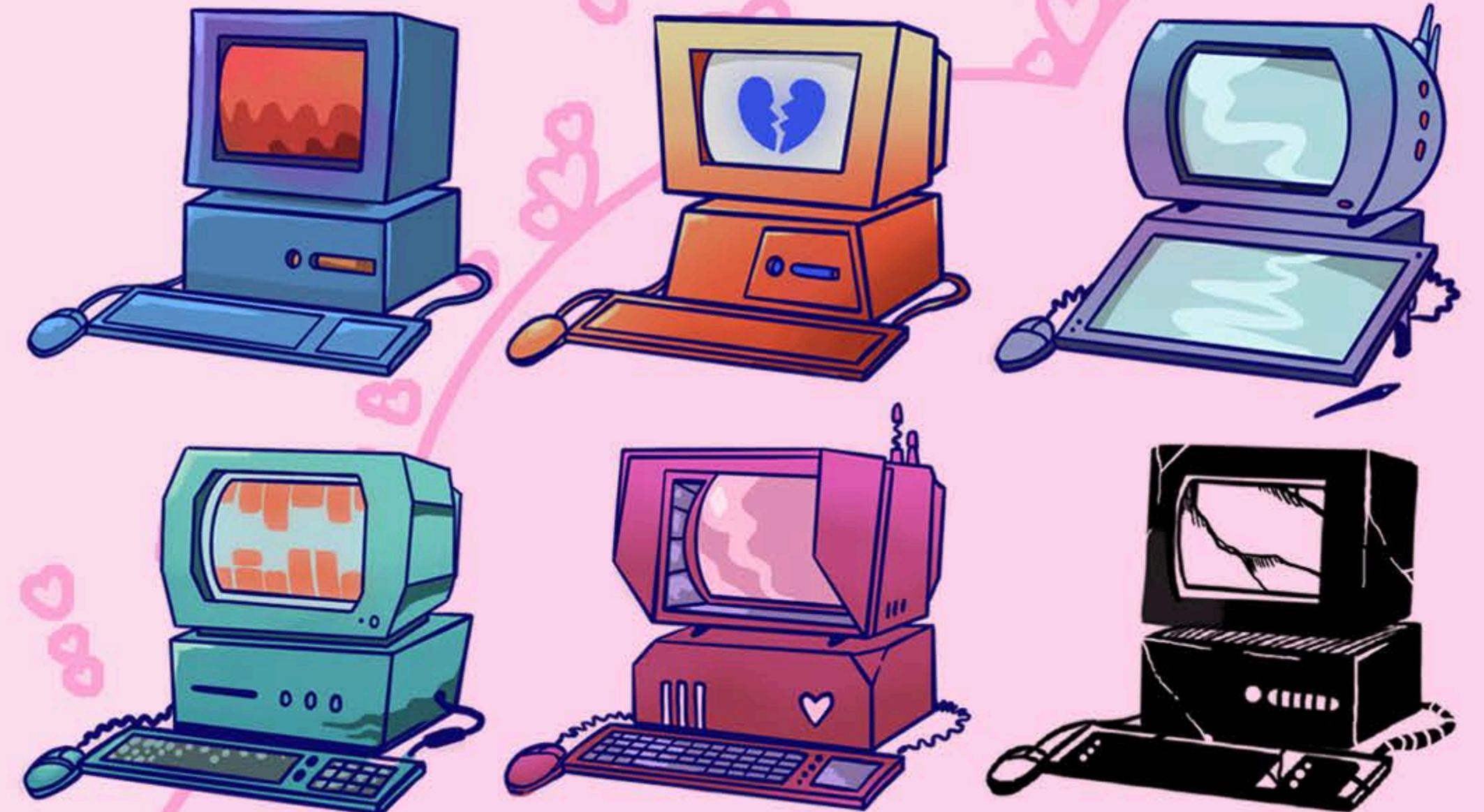
Concept art by Colin LaBeau



COMPUTERS

Models by Carter Ryan

Concept art by Daria Matlahova & Colin LaBeau



EASTER EGGS

These are the three other games that made it to the last round of voting along side **Corporate Cupid**. As an homage, we added these posters to the game with the idea that they are previous projects the company worked on.



RUNNER UP #1

A game about a hamster's daring escape to leave his cage and see the world.
Pitched by Amalia Liakonis & Sarah K Johnson

RUNNER UP #2

A game about a mysterious cursed town and a courageous fox determined to save it.
Pitched by Zayyan Aslam



RUNNER UP #3

A game about a hero's attempt to traverse a maddening and ever changing dungeon.
Pitched by Colin LaBeau



CREDITS

CONCEPT ART

Colin LaBeau
Daria Matlahova
Sarah Delphia
Zayyan Aslam

PROGRAMMING

Chase Holton - Instructor

LEVEL DESIGN

Amalia Liakonis

UI ART

Rae Skinner
Sarah Delphia

PROJECT LEAD

Daria Matlahova

PROPS & ENVIRONMENT ART

Sarah K Johnson - Lead
Amalia Liakonis
Brianna Barnett
Carter Ryan
Daria Matlahova
Jonathan Barnett
Rae Skinner

MUSIC + SFX

Walter (@WaltoMusic)

CHARACTER ART

Vanessa Abbo - Lead
Angy Gonzalez
Daria Matlahova
Sarah Delphia
Sarah K Johnson
Zayyan Aslam

ANIMATION

Rae Skinner
Vanessa Abbo
Zayyan Aslam

VFX

Chase Holton - Instructor
Jenn Krumwiede

SPECIAL THANKS TO

COLLEGE  Creative STUDIES

who without their resources and support
this project would not have been possible

**AND TO YOU FOR
PLAYING OUR GAME!**



The
End.

