Human Resource Machine

Tomorrow Corporation (2015)

A game about programming. Each stage asks you to write an assembly language program that directs an office worker (you) to manipulate blocks of data.

For each thing in the INBOX, multiply it by 8, and put the result in the OUTBOX.

Using a bunch of ADD commands is easy, but WASTEFUL! Can you do it using only 3 ADD commands? Management is watching.

```
01   inbox
02   copyto   0
03   add      0
04   copyto   1
05   add      1
06   copyto   2
07   add      2
08   outbox
09   jump
```
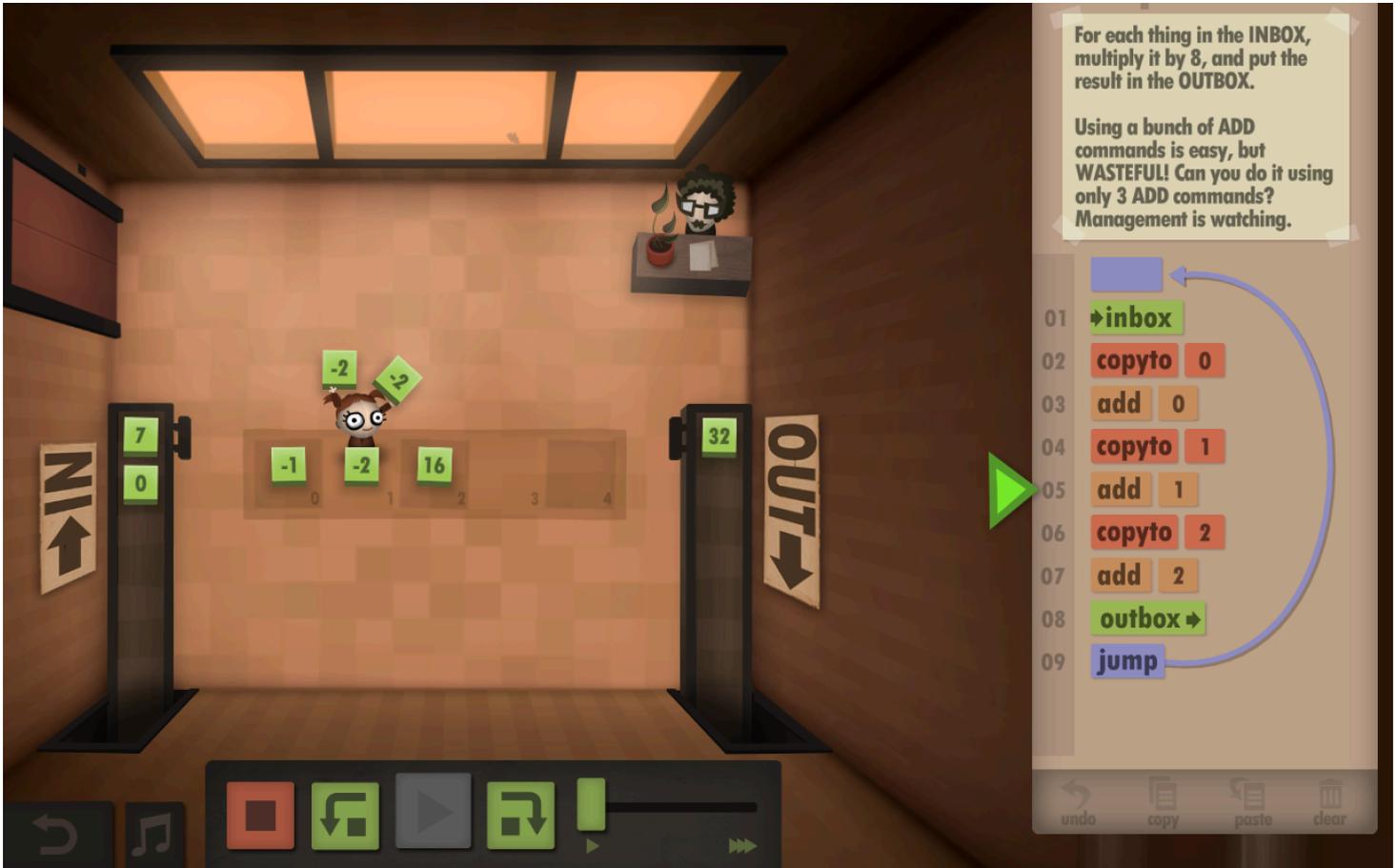
What works:
• Gentle progression.
• Each level is a simple programming challenge.
• Drag and drop code editor.
• Adjusting playback speed.
• Concreteness: data, program, character taking action, animation.
• Player represented as a character in the program, world, and story.
• Immersive world, story, characters, and music.
• Dialog.
• Optional optimization challenges (# instructions, steps)

I wish:
• Output was meaningful information, not random data.
• Output could be personally meaningful.
• I could puppet the worker directly to specify action—we could close to this when indicating registers, as we point to the world.
• I could drag program counter.
• More robust time travel debugging. You can only rewind after the program fails. Pause needed.
• World reacts, previews with data and activity, program as I build it.
• Assembly is a liability and an asset.