

Game Manager

- StartMission(difficulty)
    - Called from Clock-in
  - Deliver(box)
    - Called from Drop-Off
    - Add to player points based on box type
    - If special box, AddTime(value)
  - StartTimer(difficulty)
- PlayerScore
  - Timer

Mission

- ClearBoxes
  - From previous mission, if any left over
- SpawnBoxes(difficulty)
  - Box Count
  - Random box spawn locations
- GM.StartTimer(difficulty)
  - OnTimerEnd
- OnMissionSuccess - all boxes have been dropped off

Drop-off Area

Waist-high conveyor belt platform. L shaped to fit in corner of spawn area. Large enough to be approached by 3 forklifts.

- Belt always moving; only boxes placed
- Destroy box in an area (once it's gone 'outside' of map, & can't be seen)

Clock-in

- Enter area - zoom in to clock in
- Select difficulty
- Press start
  - Send difficulty to GM - GM.StartMission(difficulty)
- Exit area (driving as normal) - zoom out again

# Command pattern

Can reassign buttons using this for controller or mouse/keyboard support.

Single Player, Multiplayer scenes

## User Controls

- Drive
- Reverse
- Turn left/right
  - Animation for wheel turning (regardless whether player has stopped)
  - Let go of turn key, wheels return to forward position
- Lower/Raise forks
- Ability
  - Control scheme - which keys make sense to use?
- Camera rotation

## Scripts needed

- Abstract base Command
- InputHandler to return Command (Attached to player)
- Each command concrete imp takes in actor parameter
- Moving - when button pressed for move forward; translate by drivingAngle property.
- When turning left/right; alter drivingAngle

## Picking up/Dropping off Boxes

- Use pallets - boxes on top of pallets, to allow forklifts to pick up
  - Are the boxes fixed? Can they be dropped from the pallet?
- Boxes magically snap to forks?

Main Menu

- Single Player** - Loads single player scene, which prompts forklift selection scene
- Multiplayer** - Loads multiplayer scene, prompts select scene
- Options** - Shows options screen, allows input configuration
- Exit** - Shows Are You Sure? Prompt, quits on Yes.

Main Menu > Options

- Allow choice between keyboard/controller input
  - Button mapping for both?
- Audio options
  - Volume
- Graphics options
  - Any pp effects?!
  - Resolution?