



The Pilot

Amal Khalil

Target Audience	Teens and Adult
Gamer Type	Casual Gamer
Target Platforms	Web/ Mobile
Genre	Action-adventure
Number of Players	Multi-Player
Projected Release Date	05/12/2016

Philosophy	3
Story Outline	3
Feature Set	4
Game World.....	5
Pizza Restaurant	5
City	5
Game Characters.....	5
Player Characters	5
Non-Player Characters.....	5
Tools	6
Mechanics and Systems.....	6
Implementation.....	6
Scope Management	6

Philosophy

Who said pizza delivery is an easy job! Come on, let's ride this town, race against time and deliver hot delicious Pizza and please our customers.

You are not just a pizza delivery boy, as called in Egypt, you are a flying pilot.

Pick an order, ride your moto and start adventure now!

Story Outline

Adam just moved to new city with a head full of dreams. He is looking for money, appreciation and success.

His first job is working as a pizza delivery guy. where he will be responsible to deliver pizza orders on time to the customer address.

It will be 3D game where player has to reach target location within a limited time avoiding all road obstacles. Player will reach his destination using a motorcycle which will have different tools like fixed maps, advanced GPS. its capabilities will change through game levels.

The game difficulty will be increased by providing a complex city map and hard to beat obstacles like animals attacks and bad weather like rain and snow

Feature Set

Feature	Description	Priority
Introduction Scene	Introducing player, telling his story, make the first connection between player and the game hero. The scene will be Adam starting his day at work. In case it is first time to play the game, then it will be more like a first day at work, Later on, this will be just a regular day checking tools and receive targets	Medium
Help Scene	This will be a tutorial about game rules and how to use tools. It will be more like an orientation for a new employee in the pizza restaurant. This scene should increase the player curiosity about game	Low
Pre-play Scene	Player will receive pizza order details including address and customer's address	Medium
Levels Map	<p>Levels navigation scene where player can choose next level or one of earlier passed ones.</p> <p>In first edition of game, map will be simple, just like level 1 , level 2 ..etc</p> <p>In future, levels will be a city map and address locations will be shown on map. Every episode will provide a new city including its map</p>	Low
Motorcycle rider view	The player will have a rider front view including wind shield, hand grip, clutch lever, gas and speed meters, order timer, map (in paper formate or GPS), target address and pizza state (hot, box well closed)	Medium
Riding	<p>Player will ride through city with ability to increase speed, turn left/right and go in reverse direction.</p> <p>Player can jump up with motorcycle as well stop immediately using break.</p> <p>Motorcycle may fall down and pizza box might be opened and lost. In this case player has to start for pizza shop again</p>	High
Play in single mode	Player riding in city, gaining score and tips	High
Multiplayers mode	Player is in competitions with other pizza shop competitors who turn into enemies	Low
Game Winning Scene	Order delivered and customer are happy	Medium

Feature	Description	Priority
Game Over Scene	Timeout or order is lost and customer is angry	Medium

Game World

Pizza Restaurant

The will be a place for orientation and help where player can socialize meet collages and learn new tools an trick.

It will be also used to celebrate achievements and receive feedback from supervisor and managers.

In future, it will has leader board and will be used to change settings like customs

City

A 3D city with roads, traffic, schools, malls, cinema, gas stations and green park. City roads will vary according to seasons. Roads can be wet with heavy rains or covered with snow or just clean with shinning sun.

Roads will have both of friends and enemies and, friends will provide help like gas, and shortcut advise while enemies will try to cut the road, block the player and fall down him.

In first edition, city will be a simple small town while in future, it will be divided into zones where obstacles getting more complex. Zones will be like safe area, road with heavy traffic gams, danger area with thieves.

Game Characters

Player Characters

- Player, a motorcycle rider who try to meet game rules and collect money.
- Other competitors restaurant riders (multiplayers mode)

Non-Player Characters

- Restaurant Manager
- Supervisor
- Gas Station Provider
- Slow old lady who cross street (sometimes she is a customer)
- The lady with kids (a customer who usually ask for help)

- Talking old lady(a customer who like to chat when getting order)
- The man with guitar
- Bad Dog try to jump on motorcycle
- Good Dog who shows shortcut
- Police checkpoints (It takes some time)

Tools

- Motorcycle
- Paper Maps
- GPS
- Pizza temperature meter
- Timer

Mechanics and Systems

Level complexity will depend on below factors:

- Distance between pizza shop and target address
- Obstacles shown by enemies
- Time
- Weather which will affect roads
- Passed zones (traffic)

To win the game, pizza must be delivered before end of time to the right address and still hot and in its box.

Implementation

Game will be implemented using Unity.

Scope Management

Features with high and medium priority will be covered in the capstone while low priority will be covered in future.