Trapped in Costco Simulator

# Overview

You are in Costco. You have items on your shopping list, and you must walk around Costco to try and find them. Once you have gotten all the items you need, exit Costco.

# Gameplay

Navigate Costco using arrow keys/WASD, which changes the current location within Costco (static backgrounds from Google Images).

Using mouse, click on objects super-imposed onto the static backgrounds. Player can **pickup** these items and bring them closer to the camera. While in hand, player can either **pocket**, **smash**, or **spin**.

While player has nothing in their hand, they also have some other actions: **clap**, **thumbs up**, **angery**

When arriving at a new location, a random quip related to that location might display on screen.

# Details

Game is first-person. Backgrounds are static images of the inside of Costco found on Google Images. Player’s hands are FMV (or maybe just static images). Items are 3D assets that are super-imposed onto the backgrounds, until being clicked on and brought close to the camera.

Speedrun timer in top left.

Shopping list on right side. Items have checkboxes next to them, and they check once you’ve retrieved that item.

Quips display letter-by-letter.

10-15 items total

4-5 on shopping list

~10 locations

~4 quips per location