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. Player navigates Costco through static images of the inside of Costco found on Google Images.

# • The player can click on 3D objects that are super-imposed onto the static backgrounds. When clicked on, these objects are **grabbed** by the player and brought towards the camera. While in the player's hand, the player can: **pocket**, **smash**, or **spin**.

# • While player has nothing in their hand, they can emote: **clap**, **thumbs up**, or **angry**.

# • 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 a series of sprites). Items are 3D assets and are super-imposed onto the backgrounds, until being clicked on and brought up close to the camera.

• Visuals are PS1-style, and game uses the PSX render pipeline for Unity.

*Speedrun Timer* - Will be in the top left, for speedrunners to look at.

*Shopping List* - Shopping list is on the bottom right of the screen. Each item on the list has a checkbox next to it, and it will be checked off once the player has retrieved that item.

*Items* - About 10-15 3D assets, with ~4 of them being on the player's shopping list each playthrough.

*Locations/Backgrounds* - About 10 locations within Costco (static backgrounds found on Google Images).

*Quips* - Each location will have about 4 quips associated with it, and one of them might play when a player arrives at that location. Display letter-by-letter at the bottom of the screen while player is playing.