

5 Minutes Dealer – GDD

Game Title (Working): *5 Minute Dealer*

Genre: 2D Arcade Stealth-Timing

Platform: PC (Unity)

Session Length: 5 minutes

Core Concept

You're a street hustler trying to make as much money as possible in 5 minutes.

- Buyers spawn on the street → you must sell to them.
 - Police patrol the area → if they spot you mid-deal, it's Game Over.
 - Selling requires holding a key to fill a progress bar.
 - Watch for cop warning signs and release in time to avoid suspicion.
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Core Gameplay Loop

1. Walk along the street (x-axis only).
2. Find a buyer → hold **E** to start selling.
3. Fill progress bar to complete the deal.
4. Cops patrol → if they near a buyer, watch for warning signs.
5. Release **E** if a cop's about to turn.
6. Earn money for completed sales.
7. 5 minutes pass → final score and money shown.

Systems Breakdown

1. Player

- Movement: Left/right (A/D or arrow keys).
- Interaction: Hold **E** to sell → triggers progress bar.

2. Buyers

- Spawn randomly on street.
- Stay idle for X seconds before leaving.
- If bar reaches 0 → buyer leaves unsatisfied.
- On successful sale → despawns, adds points/coins.

3. Pedestrians

- Walk along street → purely cosmetic, adds life.

4. Cops

- Patrol on fixed or semi-random paths.
- If near a buyer while player selling → enter “suspicious state”.
- Show warning icon.
- After short delay, turns to face → if player still holding → busted.
- If no player activity → resumes patrol.

5. Progress Bar (Selling Mechanic)

- UI bar above player during selling.
- Fills while holding E.
- Drains if released early.
- Success = full bar.
- Fail = bar reaches 0.

6. Score & Currency

- Score = successful deals count (leaderboard metric).
- Coins = currency to unlock new products in shop.

7. Shop System

- Between rounds: Buy stronger “products” (slower to sell, more profit).
- First iteration: just seeds/weed → cocaine → high-class drugs (or safe placeholders like "basic goods → rare goods").

8. UI

- In-game: Timer, Score, Coins (top bar).
- Game Over: Final score, coins collected, Restart.
- Shop: Simple grid of items to unlock with coins.

Development Timeline (2 Weeks)

Week 1 – Core Systems

- Player movement + interaction (progress bar mechanic).

- Buyer spawn/despawn system.
- Cop patrol AI + warning sign.
- Progress bar fill/drain logic.

Week 2 – Expansion & Polish

- Score & currency manager.
 - Shop system (basic seed unlocks).
 - Pedestrian filler NPCs.
 - Audio + placeholder art/VFX.
 - Playtest, bug fixes, polish, final build.
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Art & Audio

- Pixel art style, side street background.
 - Characters: Player, Buyers, Cops, Pedestrians.
 - Audio:
 - Footsteps (player & cops).
 - Bar filling sound.
 - Cop warning cue.
 - Success & busted sounds.
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Win/Lose Conditions

- Win = Survive until timer ends → high score.
- Lose = Caught by police before time ends.