**Game Design Document: Rush Delivery**

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* **Version: 1.0 (Completed Build**
* **Date: September 4, 2025**

**1. High Concept**

**"Rush Delivery" is a fast-paced, arcade-style 3D driving game. Players race against a ticking clock to pick up and deliver packages in a vibrant, low-poly city. Each successful delivery adds precious seconds to the timer, challenging the player to see how many deliveries they can make before time runs out.**

**2. Core Gameplay**

* **Genre: 3D Arcade Driving / Delivery Challenge**
* **Platform: PC (Windows Standalone)**
* **Target Audience: Casual gamers who enjoy score-attack challenges and driving games.**

**3. Core Gameplay Loop**

**The gameplay is built on a simple, addictive loop:**

1. **SPAWN: The game begins with a package spawning at a random location in the city.**
2. **PICK UP: The player drives to the package. The minimap provides a beacon to guide them.**
3. **DELIVER: Upon collecting the package, a drop-off zone appears at a new random location.**
4. **REWARD: When the player reaches the drop-off zone, the delivery is complete. They are rewarded with bonus time, their delivery score increases, and the loop repeats with a new package spawning.**
5. **GAME OVER: The loop continues until the player's timer reaches zero.**

**4. Detailed Mechanics**

**4.1 Player Controls**

* **Vehicle: The player controls a physics-based car using the asset's pre-built CarController.**
* **Movement: WASD keys are used for acceleration, reversing, and steering.**
* **Braking: The Space Bar is used for braking.**

**4.2 Game Systems**

* **Countdown Timer: The central challenge. The game starts with 60 seconds. Each successful delivery adds a 15-second bonus. The game ends when the timer hits zero.**
* **Scoring: A counter on the UI tracks the total number of successful deliveries made in a single run.**
* **Objective Spawning: The game uses a predefined list of spawn points. To ensure variety, a package or drop-off zone will not spawn in the same location twice in a row.**

**4.3 User Interface (UI)**

**The game features a clean, image-based UI for a professional feel.**

* **Main Menu: A dedicated scene that serves as the game's entry point. Features custom background art with "Play" and "Exit" buttons.**
* **In-Game HUD:**
  + **Timer: A TextMeshPro element in the top-center of the screen displays the remaining time.**
  + **Delivery Counter: A TextMeshPro element in the top-left displays the current number of completed deliveries.**
  + **Minimap: A rotating minimap is fixed in the top-right corner. It features a static player icon and a dynamic objective icon that always points towards the current package or drop-off zone.**
* **Pause Menu: Accessible by pressing the Escape key. It pauses all game action and sound, displaying a custom background with "Resume" and "Main Menu" buttons.**
* **Game Over Screen: A full-screen panel that appears when the timer expires. It displays a custom background with a "Retry" button to restart the level.**

**4.4 Audio**

* **Dynamic Engine Sound: The player's car has an AudioSource that plays an engine sound. The pitch of this sound increases with the car's speed, creating a realistic revving effect.**
* **Audio Management: The engine sound is correctly managed by the GameManager, pausing when the pause menu is active and stopping completely on the Game Over screen.**

**5. Art and Visual Style**

* **Graphics: The game uses a consistent, low-poly 3D art style for the city environment and all vehicles, giving it a clean and stylized look.**
* **UI Design: The menus and game over screens use high-quality, pre-rendered images that match the game's aesthetic, providing a polished and cohesive user experience.**