It's a game where you spawn into a large map(culling will be used). You'll type a number into your in-game phone. The automated voice will give you cords on where you need to be. You type into a different number and the automated voice will tell you what your current cords are now. And based on that you'll find your way to the objective. You'll get a score based on how fast you were.
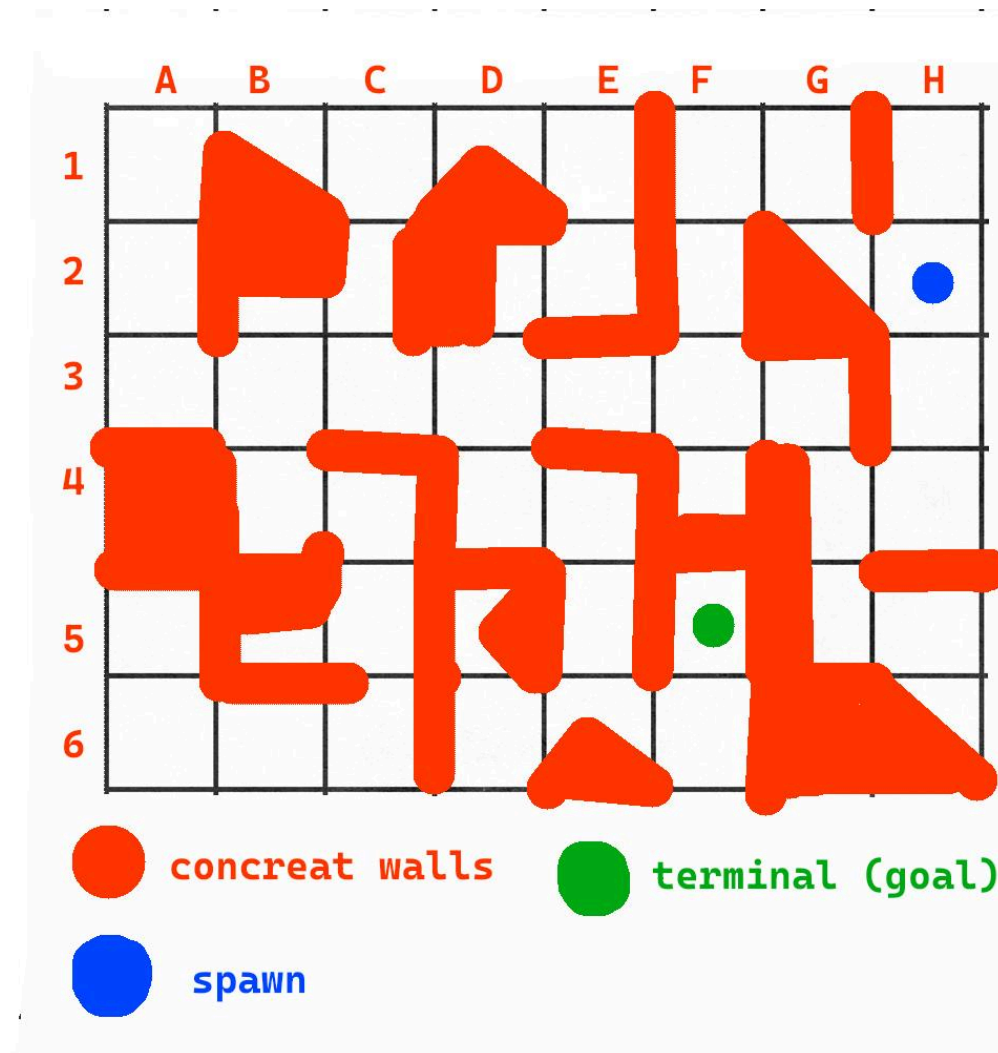
Gameplay Loop
    Spawns in
    Call-in number
    Phone voice gives cords
    Uses phone to get current location
    Go to the cords, and get a score based on how fast you get there.
    Repeat

🔴 concreat walls   🟢 terminal (goal)

🔵 spawn

This is a simple digram on how the layout could look. It would be first-person, so it's no top-down thing.

The art style is pretty simple and grainy. The objects will have textures but they're gonna be basic Concreat or snow.

A render of what it could look like, but obviously would be on phone so graphics/lighting would be scaled back. The character is just for scale. That would not be in the game.

Scriptable objects
- The phone numbers that you'll need to call. (will display the new phone number on the phone)
- The Cords of your cur position
- The Cords of the goal location

Different numbers give different modes
- States objective cords
- Current location and repeated it (states (A1, B7, C6, (Like battleship)) updates when a player is in a new cord.

Models needed
- The actual phone device
- Concrete pillars (Houdini)
- Fences (Houdini)
- Snowy ground(Houdini)
- The terminal

Level design
- It's a simple checkered board each cube is a different cord (A1, B7, C6, (Like battleship))

- A few concrete pillars/buildings (Mostly just concrete cubes) around, mostly to obscure the level. A little bit like a maze but not really

Core systems
- Game actions (start new task, reset game, dies)
- The game action handler will control (where and when to spawn a new terminal, changing the number when finishing one of the terminals, and resetting the score when you lose)

Week progression
- (Week 2) basic movement and Getting the basic mechanics to work (Makes a cords system, changes the scriptable objects based on what cords square someone is in.)

- (Week 4) Creating a System that allows number input. (keypads that change a scriptable object) and accepts or denies the number if it's a known Number in the system.

- (Week 6) Makes an audio library that will be used(The different cords, the Starting Line, ("your current location is (cord)", "The needed location is in (cord) ")

- (week 8) Connecting the number input and the audio library, so if you type in the right number it gets the correct voice line. Such as (typing 446-8933, will start the voice line, "your current location is" "cords scriptable object")

- (week 10) changing the scriptable objects after you reach the desired position

- (week 12) publishing

- (week 14) refining and updating