**Drunk Drive**

**Draft**

What’s happening in the game-

the player is playing a drunk pizza delivery guy trying to control his car while getting the right order to the right address. The pizzas and addresses constantly change so the player must check it at all times without losing control on the car. As the game progresses the delivery guy gets in weirder situations that the player must choose. The more “bad choices” the player makes the more points he gets. Throughout the game the player finds more details about the character’s life and gets added stress so keeping control on the car becomes harder and harder. For wrong deliveries points are being taken down and for crashing the car the player loses.

Potential situations (prototype version)-

1. House party where the delivery guy is tempted to drink and smoke.

2. Girlfriend is calling to start drama.

3. Police car chase.

4. Delivering to parents who fight the character about his bad habits.

5. Car accident (stay or hit and run).

6. One costumer he opens up to (rare to get to him).

What do we see-

Car, inside of it there’s the character dressed as a delivery guy, alcohol bottles, cigarettes, trash, pizza boxes, phone.

Roads – trees, houses, rocks, buildings, other cars and vehicles, people, animals.

Party house – people, food, decorations, music.

Police car, two cops inside of it.

Parents house – livingroom, older people, pictures, kitchen, bathroom, stairs. (we can also stay in one location like the livingroom). Garden in the front.

Costumer house – same as for parents.

The player sees on the side of the screen the orders and addresses that constantly changing. On the top part of the screen the player can see the score. Settings, help, log out, restart, pause.

Conversations written or recorded?

Do we also see the gas, speed and warning lights separately?