

Lunar Restaurant

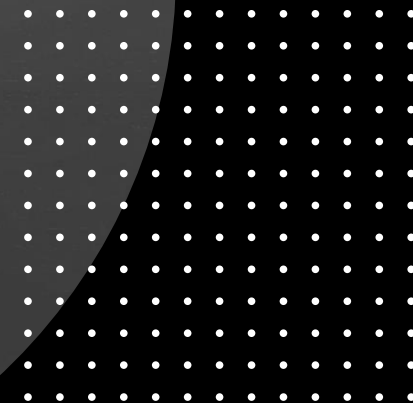
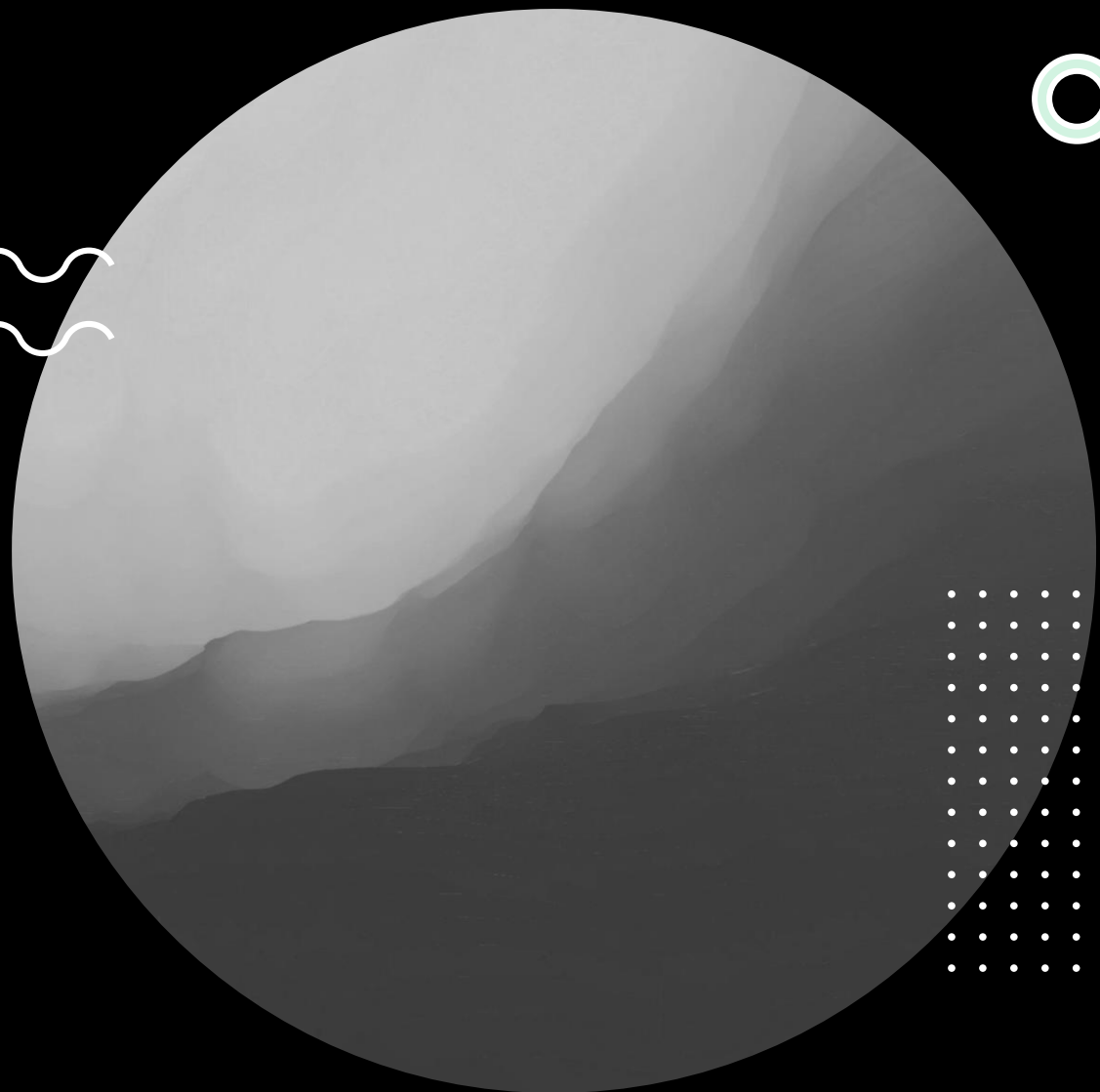
代号：饱了么



120090872



Logo →



Background

- As Christmas approaches, the character of my story, little P-Chan, who resides on the Moon, longs to return to its homeland, Earth. (That's also what the logo means)





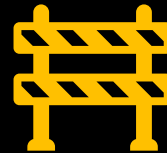
Background

- However, a ticket from SpaceY costs \$1k, and P-Chan only has \$200. Determined to reach Earth, P-Chan decides to take a part-time delivery job at WcDonald's.



Background

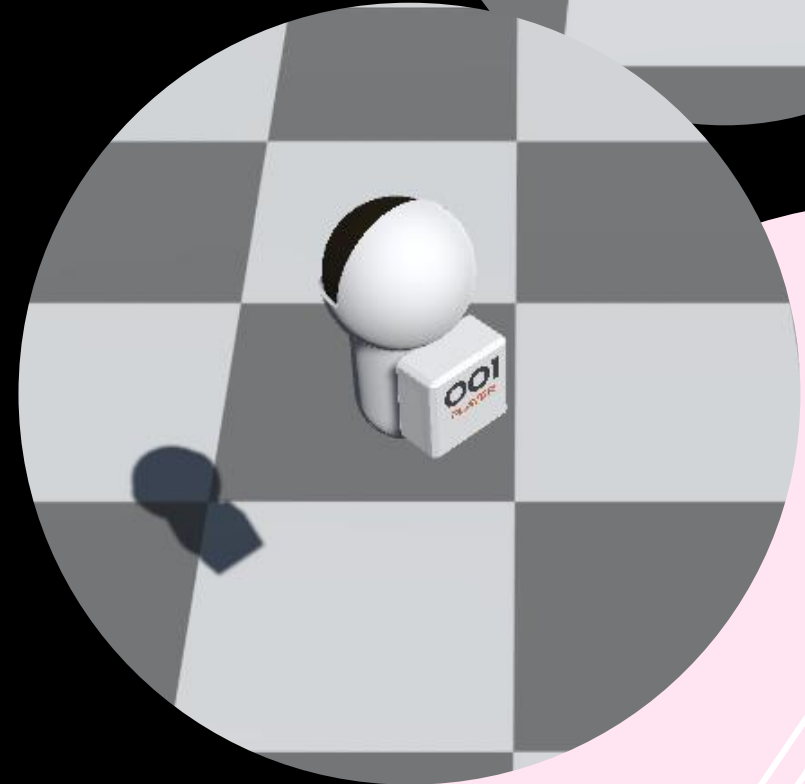
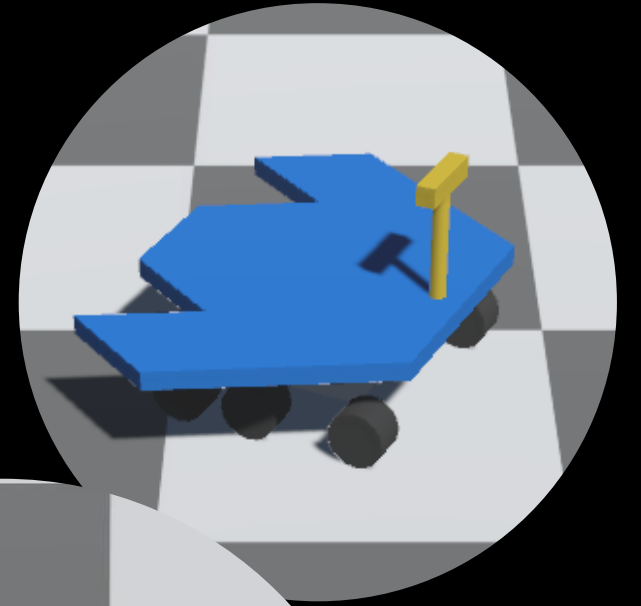
- To finish this story, do the best to overcome obstacles, deliver food on time, and keep an eye on the oxygen pressure.





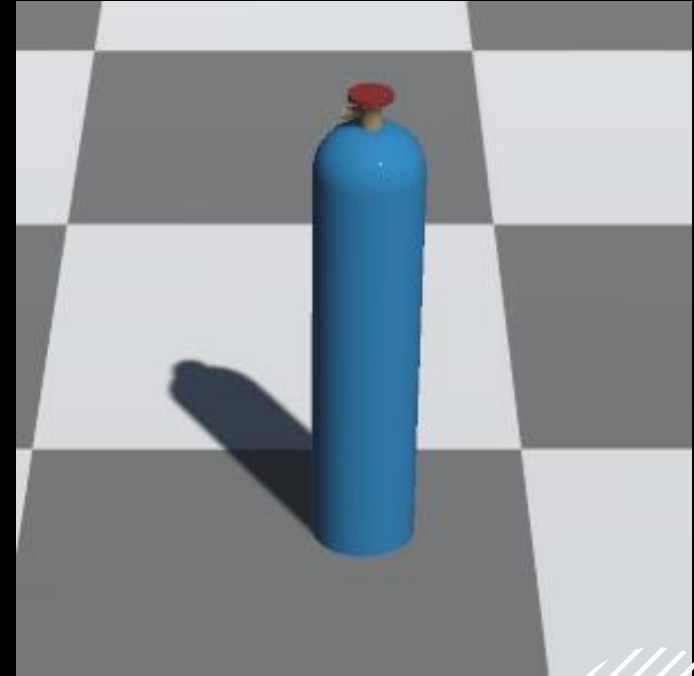
Settings

- Due to the low gravity. P-Chan finds itself jumping high into the air. Therefore, it can jump through complex terrain easily. However, for the same reason, walking is quite slow. To navigate this environment, lunar rovers are available.



Settings

- What's more, there is no air on the lunar. Oxygen is precious. P-Chan must be mindful of the oxygen levels. Fortunately, there are oxygen containers, for survival.





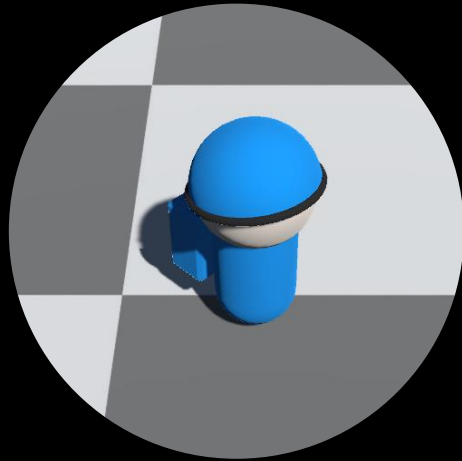
Art

- While there is no air on the Moon, this does not mean that P-Chan should keep silent. Why not add a background music and sound effects? Trust me, that would be a wise decision.



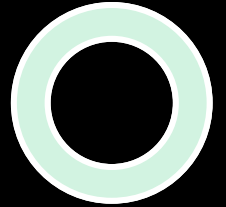
Art






- All the models in the game are built with Blender. Luckily, P-Chan also gets several nice suits and vehicles.






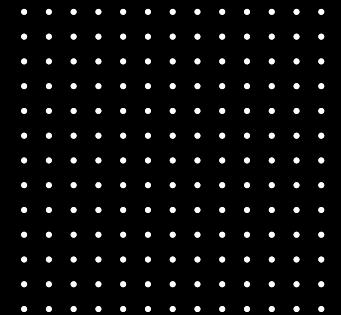
Features

- The delivery package can contain up to five different foods. Which food matches which destination is auto detected.



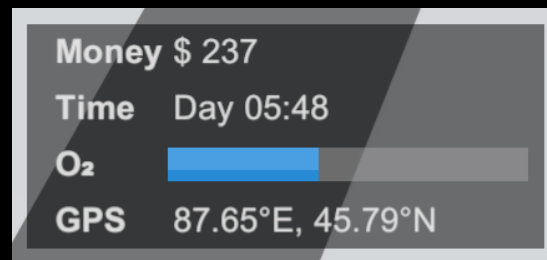
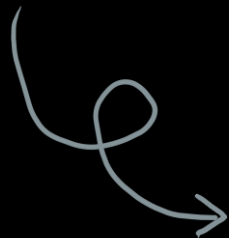
				
73 s 101.6°E 48.9°N \$ 26	121 s 69.2°E 49.2°N \$ 29	43 s 87.6°E 50.1°N \$ 19	71 s 101.6°E 48.9°N \$ 22	119 s 69.2°E 49.2°N \$ 25

		
64 s 101.6°E 48.9°N \$ 26	64 s 101.6°E 48.9°N \$ 23	73 s 101.6°E 48.9°N \$ 22



Features

- Thanks to the development of lunar infrastructure (GPS), it is now possible to obtain positioning on the Moon.





Features

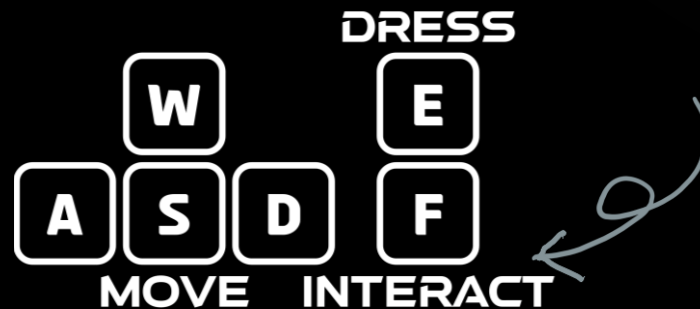
- There will be a longer time limit for a longer distance. But beware that if P-Chan fails to deliver within the time limit, there will be a fine (-\$50).





Control

- One key (F) to perform multiple actions. Players can use this interact key to pick up food, deliver food, fill oxygen, or drive the rover.



Control

- Pressing the escape key will pause the game, allowing players to resume, restart, or quit at their convenience.



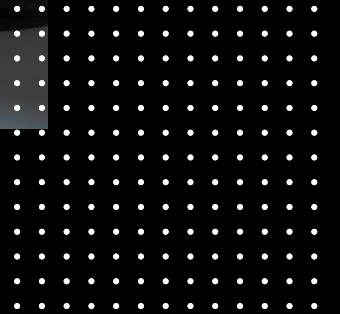
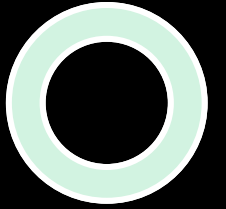
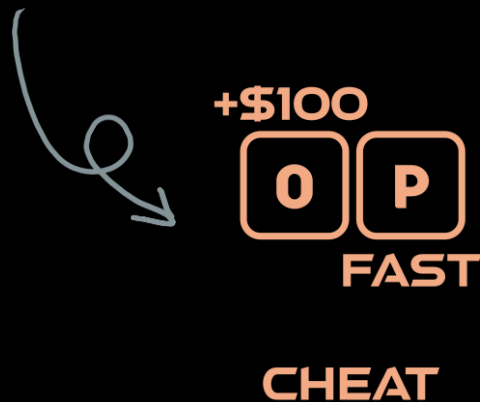


- On mobile devices, swipe the screen to move, tap the screen for interaction, tap the back of the phone to jump, and longer press to access complex functions like dressing and pause the game.



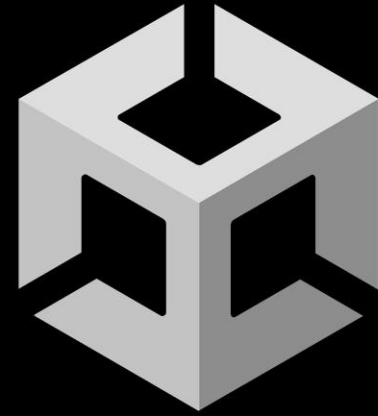
Control

- Developers are committed to cheat: allow players to adjust the time speed or have such thing as a free lunch (+\$100).



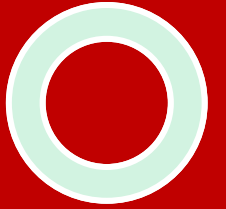
Contributor

- Story Design: Me
- Gameplay Design: Me
- 2D Art: Me
- 3D Modeling: Me
- User Interface: Me
- BGM: Pixabay (lofi-music-moonlight)
- Sound FX: Pixabay
- Client Developer: Me
- Server Developer: This game has no server



About S.F.

- Sangvis Ferri Industrial Manufacturing Company (铁血工造), usually called SF, is the first powerful enemy in the game Dolls' Frontline, and they later become a formidable ally through Protocol Assimilation.



**S.F. SANGVIS
FERRI**
EST. 2031

