

The Grocery List:

A Shooting Game

OVERVIEW: *The Grocery List: A Shooting Game* is a first-person shooter about a player so obsessed with shooting games that their light-gun melds to their hand and becomes an active projectile weapon. Their mother then sends him on a mission to buy groceries from the local shop. Only using their non-lethal gun-hand, they must collect the required groceries without going over budget.

GOAL: Use the *Gun-hand* to shoot listed grocery items into a shopping cart then take those items to the checkout.

PROJECT GOAL: Create an action-packed shooter that plays well on the mobile platform that both entertains and inspires thought into shooting genres.

TONE/THEMES: *The Grocery List* is meant to mock the shooting genre. When 95% of player input is limited to using a weapon, how can they be expected to perform simple actions such as opening a milk carton. Through gameplay, maybe the project can inspire players to contemplate the narrow scope of shooting games.

AUDIENCE: Casual gamers with a cell phone looking for a quick, quirky experience. Public playtesting will allow for better audience identification.

GAMEPLAY:

BASICS:

Movement - Played like most FPS: the player controls movement with the left thumb while turning and aiming with the right. For mobile touchscreen devices, the left half of the screen will detect movement while the right half detects turning and tilting (*player may invert this in options).

When the player touches the screen with a finger, an analog stick UI appears and this location now represents center. Gliding the thumb up, down, left, or right without lifting will translate as tilting the analog stick. Lifting the thumb from the screen cancels all action and the joy-stick "center" will be reset the next time the player touches the screen.

Shoot - The player fires their gun by tapping the right side of the screen. This is also the side that controls aiming. To differentiate between aiming and shooting, we must detect how long the player's thumb is held and whether or not it glides across the screen (implying turning/tilting).

Duck - The player may duck/crawl to get low-angle shots when necessary. This performed by double tapping the left side of the screen.

THE GUNHAND

The gun melded to the player's hand is the player's primary form of interacting with the world. It shoots "plasma spheres" that strike objects with a physical force--about equal to that of a tennis ball launched from a CO2 cannon. Smaller objects like a box of noodles can be launched into the air while larger objects like people will simply be annoyed.

GROCERY LIST

The player will be presented with a shopping list at the beginning of the level. Aesthetically, it should appear handwritten on notebook paper and each item should be crossed out once collected. The list should reappear based on a button press or pause menu.

It may be interesting to have the list randomly generated at the beginning of the game to keep things "fresh".

SHOPPING CARTS

The player will need to push around shopping carts and shoot items into the cart to collect.

The player may take ownership over any shopping cart in the game. When within range and looking at a shopping cart, an onscreen prompt will appear saying "use". If the player taps the prompt, the shopping cart and its contents are now the player's. An arrow floating over the cart will signify which cart is theirs.

Cart switching is advantageous when:

- the player has collected too many items into one shopping cart.
- the player's shopping cart was tipped over.
- the player wishes to take a cart with desired items already in it.

Movement - The player can push a shopping cart by walking into it or shooting it with the gunhand. To change direction, the player will be required to move to one side of the cart and push the front end into the desired direction. (Unless this is too frustrating in testing.)

The physics should allow for items to be "shot-out" of the cart if they are unwanted.

CASH & COSTS

The player is given a set amount of cash at the beginning of the game and they must collect all the necessary items on their *grocery list*. If the total cost of items collected is higher than the cash the player has--they cannot complete the level.

Ways that the player can go over budget:

- They accidentally shoot multiples of the required items into the cart.
- They accidentally shoot unneeded items into the cart that then use up their funds.

When the player selects a cart, the total cost of the items within the cart will be displayed. This will help the player choose between the best shopping cart to use.

How this may be used strategically:

- The player may set multiple carts near a required item so that when they shoot the item, it increases the chances of it landing in a cart.
- The player may follow NPCs who have collected some of the required items, and steal their cart.

NPC INTERACTION

NPCs will be shopping as well. If the player agitates them by shooting them, hitting them with items, or bumping into their carts--they may tip over the player cart. This will require the player to begin again.

The player may steal the carts of NPCs, but if the NPC is "looking", they will take the cart back or tip it over. If the player is able to steal the cart without being seen, the NPC will not suspect them.

NPCs should have their own shopping lists they are attempting to satisfy. The player may follow these shoppers to if they select some of the same items from their list.

SCORE

A scoring system could be introduced.

Score is calculated based on:

- The time it took to collect items.
- The total cost of the cart.
- How many shots were fired.

STORY

We open on a pixellated shooting game. The player can move and shoot using the game's controls. They are being attacked by monsters and must shoot them quickly.

As more and more monsters appear, the camera zooms out to reveal we are watching a TV screen and the player's character is within a living room. Eventually we see the player avatar's hand, holding a lightgun. The light gun begins to glow and suddenly melds to the avatar's hand.

As the camera looks at the gun melded to the hand, we hear a motherly voice call down--telling the player not to forget the grocery list and that there's \$40 on the fridge.

The player appears in the grocery store and plays the game.

After completing the game.

If the player succeeds, the items are rung up and the cashier asks for a dollar amount. The gun suddenly glows and fades back into a toy, dropping to the ground with a clank. The player Avatar's hand pulls out the money and pays.

Fade to black.