

Game Overview: Food Delivery Car Simulator

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Genre and Concept of the game

This is a kind of simulators game which I want to create and the scenes are common in our life. The player drives a simulative car to deliver food from a restaurant to many customers in the limited time. It's like DoorDash and Uber eats in real world. The player can earn money by delivering from restaurant and get tips from customers.

Game flow

The difficulty is higher and higher together with the increase of skills.

Player take actions of drive the car, from restaurant to destinations.

After delivery successfully in limited time, player get wage and tips.

Otherwise they will get penalty, deduction of earning.

After each task, game will calculate total earnings.

With the level increasing, the number of orders are increasing and the time will decreasing. It's more and more difficult.

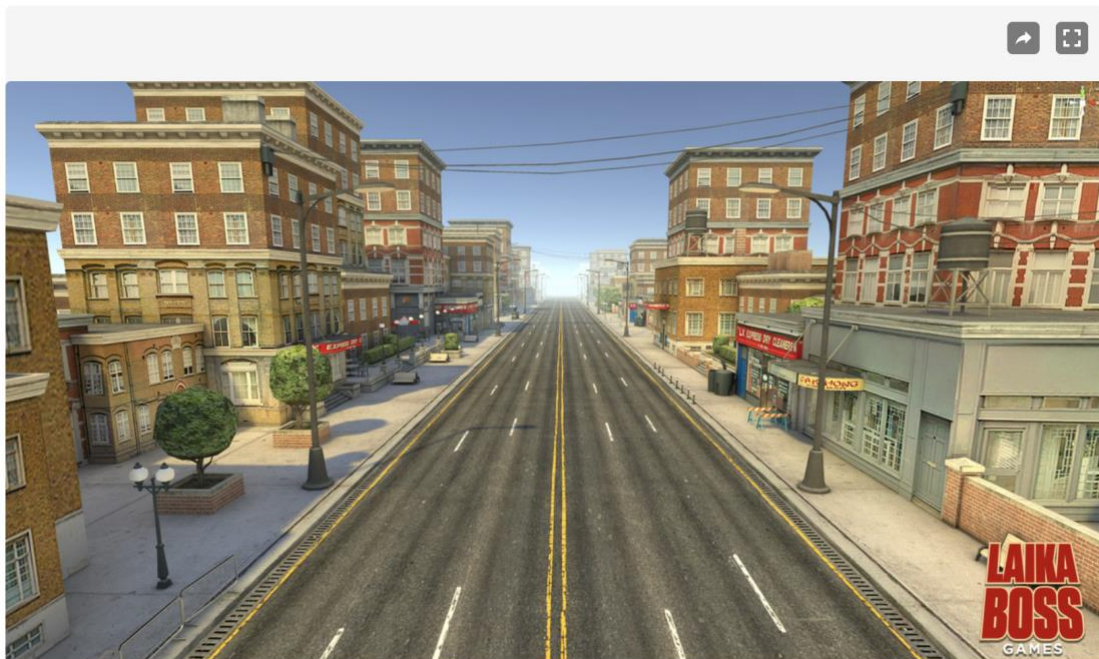
Game elements/assets

Asset will concludes audio, graphics, scenes, script.

Elements in the scenes will be a car, some buildings, road and people.

Background will be similar to Town Road in unity Asset Store.

Home > 3D > Environments > Town Road



Main characters

A car for player to drive.

Road in city.

A restaurant for player to pick up food.

Some consumers in destinations according to order.

Time clock shows the time remains without penalty.

Overall earnings.

Total target for customs clearance.

Story

- ***Theme***

The game is a simulator game which happens in modern city, similar to our daily life. It is action and relax type.

- ***Entire story of this game***

It has three levels. Overall earnings is 0 at first. Then player drive the car to the restaurant to pick up food and drive on the road to customers in different destinations according to order. Then if deliver successfully in limited time, player will get wage and tips, otherwise they will get money deduction for penalty. If overall earnings increasing more than total target, player will pass the level. Game will continue to next level. If the overall earnings less than 0 because of penalty, or have a crash on the road, player will fail.

Game play

- ***Goal – Why the player is playing your game?***

This game is for people who like to drive and often order food delivery. It provides an opportunity to be a driver and deliver food in virtual world. During the experience to pick up food and deliver them to customers, player can earn money and get tips. Players can have a happy time driving and getting money.

I wish to design this game because of some international students in US who don't own cars and don't have authorization to be uber eats drivers. So this game can provides players with not only happiness but also a platform to experience what they cannot do in real life.

- ***Game Mechanics - What actions does the player take?***

Player pick up food from restaurant.

Drive car on the road, deliver food to different destinations(customers).

Get wage and tips.

If the time is longer than estimation, there will be penalty to player.

- ***Abilities and power-ups – Further elaborate on the game mechanics.***

There will be more than 1 restaurant and the menu will be different. Player can choose from these orders in order to get the most tips.

- *Levels and challenges – List levels.*

Level 1: number of customers are limited, player have enough time.

Level 2: number of customers are more than level 1, time is limited but long.

Level 3: number of customers are much more than level 1, the time is limited but shorter than level 2.

- *Losing or restarting - What are the losing conditions for the game?*

There will be a calculator to calculate total earnings. If player can deliver food in the limited time, they will get tips normally. But if the time is out of estimation, there will be little tips and a large amount of penalty from the restaurant. If total earning is less than 0, players will lose the game. Otherwise, if players have a crash on the road they will lose immediately.

- *Define player skills – What would a good player be good at?*

Pick up orders under well estimation. Driving on the road carefully and quickly enough to deliver food in limited time.

Graphics and Styling

- *Make it visual with examples.*

Driving car on the road will be similar to Euro truck Simulator 2

Euro Truck Simulator 2



The limited time to delivery to customers shown on the screen is similar to this. But the

car should be a small car instead of truck.



- ***Music and Sound Effects***

The background sound may be similar to this link:
<https://www.bilibili.com/s/video/BV185411x7oZ>

- ***Technical Description***

Create game with Unity3D. Use asset in unity asset store as basic environment.
Learning and designing is ongoing...