Cal Gridley – 2/17/25 – V.A1

- **Concept:** A job simulator game based on a Pack and Ship stores such as The UPS Store or FedEx Office. There is an anti-consumer undertone with absurdist elements. At night the store is beset by angry Amazombies (AZs). You must survive the night to protect your margins. You can spend your proceeds on upgrades to you defense and tools.

- **Platform(s):** PC, Console

Gameplay Mechanics

Core Mechanics: Randomly Generated Customers

- **Managing the store**

!- Open Store (Unlock door, open grate)

- Order Supplies/Stock

- Sort Mail into Mailboxes

- Stock Shelves

    !-*Process Customer Projects*

    - Organize outgoing stack for pickup 1h before closing

- Close Tills

- **Processing Customer Projects**

A) Shipping

- Enter customer account number 665-xxx-xx (New accounts based off ID?)

- Choose the correct recipient (or add new recipient? (Upgradable typing speed?))

- Choose the correct container

- Select the correct shipping date

- Correctly bill the customer

B) Printing

- Receive customer order (counter or online)

- Format files

- Send to printer

- Recover printouts

- Box for pickup

- Bill customer (online/counter)

C) Retail Supplies

- Scan Items

- Correctly bill the customer

- **Packing boxes**

- Select box from rack

- Unfold, tape, place on packing table

- Place items in box

- Add required packing materials

- Seal box with tape gun

- Attach shipping label

- Place in outgoing stack

- **Expanding services and profit margins**

-purchase marketing/advertisements

-unlock laminator, hole punch, binding, packing tiers (none<standard<fragile<unique<medical)

-(unlock access point?)

    -upgrade printer speed, quality, options(color, 2sided, photos, collate? Staples?)

    -upgrade speakers, lights, decorations, carpets, counters, wallpaper

Defending Store at Night

    -!Lock doors and lower security gates

    -Watch Security Cameras for Amazombies

       AZ volume is determined by incremental difficulty slope + daytime failure rate multiplier

    - Locks and defenses will hold out as long at they can, no repairs until next day

    -Once door fails you can hold the door shut but you can only hold one door at a time (3 doors total)

-Once AZs enter the store you can melee them with your work tools.

    Hands – Punch and push

    Box Cutter – Slash

    Tape Gun – Bash or setup Tripwires

    Tape Measure – Ranged weapon, throw and wind

-If you are knocked out by AZs, the night ends early, you are denied Workers Compensation and you are fined by corporate for damages.

-AZ's drop money to help cover cost of damage but failing returns on purpose to spawn more enemies will have diminishing returns per night.

Time Dilation

Time will pause before opening and after closing. Activating the Closed Sign (to open) in the morning will resume the clock. Activating the Open Sign (to close) at the end of the day will again pause time until the doors/gates are locked down. At which point time will resume and 2h later AZ's will begin to arrive.

Time will skip to morning if you are knocked out. It will remain paused until the Sign is activated again.

Random Occurrences

-Angry Customers

-Damaged and Missing Shipments

-POS restarts (outage time relative to upgrades)

Controls: First Person View, 'twin-stick movement'. Most objects can be picked up, used and replaced by players

Game Modes: 1-4 Players – Career mode

Levels and Environments

- **Level Design:** Store design is set and upgrades aren't spacial in nature.

- **Environment Art:** Semi-Realistic Art style.

User Interface (UI)

- **HUD Elements:** No personal inventory. Toolbelt for (hands, box cutter, tape gun, tape measure +)

- **Menu Design:** Tablet provides access to customer information and history as well as incoming orders.

Sound and Music

- **Sound Effects:** Foley sounds

- **Music:** Bland retail or Spacejazz (Youtube Lookup?)

Art and Assets

- **Art Style:** As realistic as possible without sacrificing FPS

- **Asset List:**

Level:

Models:

    Textures:

    Animations:

10. Technical Specifications

- **Software:** Unreal Engine 5

- **Hardware:** Whatever works

Roadmap

1. Level graybox

2. Visual Style Collage

3. Asset List

4. Customer Generation Demo

5. Register/Shipping Demo

6. Packing Demo

7. Printing Demo

8. Night Defense Demo

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Open Store ──┬── Open Door ──→ Unlock Gate ──→ Assess and Repair Damage ──→ Turn On Lights+Music ──→ Open Tills
             │
             ↓
Order Supplies ──┬── Check Supply Shelf ──→ Order Supplies On P-Line ──→ Recieve Supplies ──→ Stock Shelves
Stock Shelves    │
             ↓
Sort Mail ──┬── Pickup Stack ──→ Place mail in box according to number
            │
            │        Text
             ↓
Open Sign
             ↓
Attend Customers ──── Retail
                 ──── Printing
                 ──── Shipping
             ↓
Close Sign
             ↓
Defend Store ──┬── Lock Doors + Gates ──→ Wait for doors to fail ──→ Defend Yourself ──→ Pay Fine
               │                                                                      ──→ Collect Loot
             ↓
Upgrade Store + Tools
             ↓
End Day / Rest
```

Correctly Bill the customer

Scan Items

Enter customer account number
↓
Choose the correct recipient
↓
Choose the correct container
↓
Select the correct shipping date
↓
Print Shipping Label
↓
Correctly Bill the customer

Receive customer order
↓
Format files
↓
Send to printer
↓
Recover printouts
↓
Box for pickup
↓
Correctly Bill the customer

Packing Boxes

Place in outgoing stack — Select box from rack
Attach shipping label — Unfold, tape, place on packing table
Seal box with tape gun — Place items in box
Add required packing materials

Overall Loop

Open Store → Order Supplies → Stock Shelves → Process Customer Projects → Close Store → Defend Store → Use sales and loot drops to upgrade store and tools → Entry → Open Store