Package delivery game (kinda like papers please)

Core gameplay loop: plan route, then deliver packages\* within time limit.

\* some packages require signature and delivery confirmation

Grid based town

Gas usage; finish more

Week 1 : Solid Idea of Game

Week 2

Week 3

Week 4

Week 5

Week 6

Week 7

Week 8

**5/29**

Plan Routes based on amount of gas

Start with certain amount of gas and money. Given list of packages needed to be delivered, with conditions (signature, drop off, etc.). Limited time per day to deliver packages. Full Gas to start. Paid by each package delivered. Must fill up gas at various stations paid by your own money. Each fucked up package delivery costs you your own money. If you run out of gas you pay towing fees to the gas station and takes up time.

Da Storree:

You’re trying to get a nice ass present for someone special but have no $$$.

Start doing a seasonal delivery gig to get that $$$

$$$ needed for:

* day-by-day living expenses
* Gas
* Fuckups
* (Random events)
* Upgrades (?)
* Ultimate Goal : Pre$ent

Gameplay timeline:

1. [X days till Xmas, shows either weekday or weekend]

1a) Any events or bonuses or w/e that will happen on that day

1b) Upgrade menu (shows up after first day)

1. Start off day at package hub. Gas station(s) is highlighted on the map
2. Receive delivery list (lists date needed to be delivered by, and conditions)
3. Before time starts, planning phase.
   1. Choose which packages to take in first load ( load limit dependent on vehicle )
   2. When highlighting a package, map will show where that package needs to be delivered with pin. Pin will persist on map if you load this package onto vehicle
   3. Street corners are clickable nodes that display time and gas needed to get there
4. Day starts, time goes down every action you do. Actions include (each action shows exact time needed):
   1. Travelling to the next street corner
   2. Delivering a package (maybe only for signature ones)
   3. Getting gas
   4. Fuckups
   5. “Random” events
   6. Reloading more packages
5. Concurrent with 5, tracker shows how many packages delivered, fuckups if any, etc.
6. End of day, report shows:
   1. Money gained
   2. Money used (gas, fuckups, ‘random’ events, daily living expenses(can’t be changed))
   3. Progress meter toward Pre$ent (bank account balance)

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events or bonuses or w/e (\*Tentative numbers):

-Weather events (Rain, Snow);

Rain: gas consumption +10\*%

Snow: time consumed +10\*%

(can be mitigated with upgrades)

-Construction/Closures

Construction : Certain Roads will be accessible, but there is a chance to rupture tire

Closures : Entirely inaccessible

-Angry/Happy OPEC

Gas prices increase/decrease

Upgrades:

-Radio : Decrease penalty from weather events

-Santa Hat: Slight increase in getting tips from delivery

-Silver Tongue : Decrease penalty from fuckups

-Personal Finance Book : Decrease day-to-day living expenses

-Valued customer: Decrease gas price

-Handcart : Decrease time consumption on package delivery

-Reinvent the wheel: Mitigate weather effects

-Gas Efficiency: Decrease gas consumption per time

-Gotta Go Fast: Decrease time taken between node

-Package capacity: Increase total number of packages that can fit in vehicle

dElivery List:

Each package will have:

Deliver by date

Business or Residential type

Burden

Delivery Type:

Mail - minimal time consumed and burden

Packages - moderate time consumed and burden

Large Objects - Signature required, massive time consumed and burden

Special Conditions:

-Time restriction/frame

-Signature required

-Fragile (must be delivered within first 3\* ‘stops’)

Clicking on package shows location pin on map

Fuckups(Cost):

Late Delivery 1 Day or missed timeframe within day (penalty in $ earned)

Lose Package/Missed Delivery 2 Days+ (penalty in $ account)

Run out of Gas/Get towed ($ and time and maybe package)

Broken Fragile package ($)

Ruptured Tire (speed -10\*%, need to stop by gas station to restore speed $) (random event)

“Random” Events

-Holiday cheer;

Some deliveries will leave tip: Money +10\*%

-Ruptured Tire:

Tires have a 50\*% to be ruptured on construction roads

-Traffic:

Speed decrease by 10\*%

-Cannot receive signature:

Residential customer might not be available during day on weekdays

Business customer might not be available during afternoon on weekends

Must return another day, leave note, get a new deliver by date

To do for next meeting:

* Familiarize with unity
* Get unity folder into Git
* UI mockups
* Think about how to implement some of mechanics
* Look for temporary assets as placeholders