Unique Packages, Special Loading Instructions, & Related Components – Layout for Programmers

1. Purpose

- Introduce specialized packages to keep the gameplay loop fresh and challenging.
- Require **special player actions** before some packages can be loaded successfully.
- Expand on base package system by integrating **unique logic checks** tied to environment items (repair station, yard, furnace).

2. Player Experience Flow

Normal Package

- Most common package.
- Always generates with standard code (100–850).
- Load normally → counts towards quota.
- Carrying slows player slightly.

XL Package

- Code: always 900 or 950.
- Can only be loaded onto **truck floor areas**.
- Large appearance; slows player significantly.
- No extra special steps required.

Open Package

- Looks damaged, top open, red "meaty goop" inside.
- Player must:
    1. *(Optional)* Place package on **repair station**.
    2. Pick up **tape roller**.
    3. Use roller on package → transforms into **normal package**.
    4. Load normally.

Sniveling Package

- Rattles + makes crying noise.
- Player must:
    1. Carry outside to the **yard**.
    2. Pick up the **bat** and smack the package once.
    3. Package transforms into **damaged package** (special variant).
    4. Load normally (counts only if originally a Sniveling Package).

Rotten Package

- Green/black stains, toxic sticker, flies swarm.
- Player must:
    1. Carry to the **furnace**.
    2. Place inside furnace and shut grate.

3. Activate furnace, complete **bellows minigame** (in development)
4. Package transforms into **scorched package** (special variant).
5. Load normally (counts only if originally a Rotten Package).

Damaged Package (Variant)
- Produced when any package is hit with the **bat**.
- Visually crumpled/lumpy.
- Does **not** count unless created from a Sniveling Package.

Scorched Package (Variant)
- Produced when any package is burned in the **furnace**.
- Visually charred/sooty.
- Does **not** count unless created from a Rotten Package.

3. System Rules & Requirements
- Each special package requires an **extra action sequence** before loading.
- System must verify whether these steps are completed before package counts.
- Normal & XL packages follow base rules (no added logic).
- Special logic conditions examples:
  - **Open Package** → requires `TapeRollerUsed == true` before loading counts.
  - **Sniveling Package** → requires `HasBeenBatted == true` before loading counts.
  - **Rotten Package** → requires `HasBeenBurned == true` before loading counts.
- Damaged/Scorched package variants exist for **visual feedback** but only count if produced from the correct source type.

4. Programmer Tasks
Package Variants
- Implement prefab types: Normal, XL, Open, Sniveling, Rotten.
- Implement variant states: Damaged, Scorched.

Interaction Logic
- Track whether player used **Tape Roller**, **Bat**, or **Furnace**.
- Only allow packages to count if correct condition flag is set.
- Ensure variants display correctly after transformation.

Environment Systems
- **Repair Station + Tape Roller**:
  - Place/retrieve packages.
  - Roller teleports back when dropped.
  - Roller works globally, but station provides efficiency.

- **Yard + Bat**:

- Bat spawns in yard, returns if dropped.
- Can only swing outdoors.
- Swing interaction → marks package `HasBeenBatted`.

- **Furnace + Bellows Minigame**:
  - Packages snapped inside when furnace off + grate open.
  - Minigame raises heat slider; success transforms Rotten → Scorched.
  - Furnace resets after use.

Quota Integration
- Special package transformations update package state.
- Quota counter only increments if final package meets special logic conditions.

5. Dependencies
- **Writers:** Define which shifts include special package types, narrative tie-ins.
- **Artists:** Create distinct visual assets (damaged, scorched, special effects).
- **Programmers:** Implement logic gates (TapeRollerUsed, HasBeenBatted, HasBeenBurned).

6. Testing Checklist Example
- ☐ Normal package loads correctly → counts.
- ☐ XL package loads only on floor slots.
- ☐ Open package requires tape roller → counts only after fixed.
- ☐ Sniveling package requires bat → counts only after hit.
- ☐ Rotten package requires furnace minigame → counts only after scorched
- ☐ Damaged package = invalid unless from Sniveling.
- ☐ Scorched package = invalid unless from Rotten.
- ☐ Roller, bat, and furnace reset correctly after use.
- ☐ Special packages increment quota only after logic satisfied.