# CI224 Unity Game Development

**Game title:** Ice Cream Simulator

**Genre**: VR Simulator, slice of life, arcade.

(

Goal of the game is to make as much money as you can selling ice cream from a van.

Two main sources of money will be scoops of ice cream & mr whippy cones

Gameplay will include scooping ice cream onto cones and out of tubs, creating 99 flake ice cream cones, and moving around the city to get more customers.

Each customer will have a countdown timer till they get angry at how long you’re taking, and different locations will have different amounts of customers.

Different times of day mean different amounts of people in certain locations. E.g After 3pm outside school becomes busy

As you sell ice cream you can use your money to upgrade your tuck and buy new ice cream or items. E.g sprinkles, an ice cream freezer to keep one cone ready for the next customer.

) Original game idea/ brief

**Game Rules:**

**Core mechanics:**

**How I’ve implemented gameplay:**

**Conclusion:**