

Apocalyptic Merchant Commerce Scenario

Group 10 - Dylan Brunelle, Mitchell Jones, Tom Roller, Daniel Kim

The goal of **Apocalyptic Merchant** is to provide the player with a vast open world with many things to discover. Among these discoveries include several unique biomes, each fitted with unique locations and NPCs. Interacting with these NPCs will allow the player to obtain items and currency through trade. The player will also eventually encounter hostile enemies known as mercenaries, who seek to eliminate the player and obtain all of their resources. The player must navigate throughout this world and all of its obstacles to establish themselves as a dominating force within the game world.

For the second major iteration of the game, the team aims to implement and focus on commerce-related gameplay systems. Additions include the establishment of a trade and inventory system along with a skill tree system for the player's caravan. These additions will provide more depth to the game and allow for a more engaging gameplay loop.

Scenario "Commerce"

Upon starting the application, the player is greeted with the main menu, where they decide to start a new game. They are promptly placed in the middle of a vast, post-apocalyptic open world.

The player observes various UI elements of the game. They see their caravan gas meter, which is placed at the bottom left corner. To the right of the meter resides the navigation buttons. The player decides to explore the game by clicking on a location within the map. The navigation buttons become active, allowing the player to confirm their movement. While moving, they notice their gas meter decreasing, along with a pop-up animation window in the bottom middle of the screen, which shows an animation of the player traveling. After some time, the player arrives at their destination.

At their destination, the player is greeted with an overview of the location and the options to either enter, scavenge, or return to the map view to visit more locations. If the player chooses to enter the location, they enter a dialogue scene in which they are encountered by NPCs of the location and have interactions with them. Some of the NPCs wish to buy, sell, or trade items with the player. Items include scrap/parts, supplies, tools, and food, and have a specific weight and price associated with them. The items may also be used for specific purposes, such as gas being used to refill the player's caravan's tank. If the player chooses to buy or sell an item, they will gain/lose in-game currency worth the value of the item. The player can also choose to engage in trade which will result in a new menu popping up featuring two inventories: the player's and the NPC's. A trade can only be completed if the items selected on both sides share equal value, or the difference of value can be made up with available currency either by the player or the NPC. That way, a trade where both parties are satisfied is ensured. The player decides which of their items to part with and selects it, and then selects the item in the NPC's inventory that they wish to receive. The player then confirms the trade using a button and the dialogue between the player and character is resumed.

The player completes the NPC interactions at the location and chooses to return to the map. They further explore the map and visit a new location. On the location overview, the player chooses to scavenge. The player comes across some scrap metal and brings up their inventory to place the newly found item within it. The inventory has limited space and weight and has a grid-like interface where any given item takes up a certain number of cells of the grid. The rectangular dimensions of the items differ, and the player can rotate, drag, and drop items in their inventory to different areas of the grid provided there is sufficient space for it. The player attempts to do this to make space for their newfound item, however, it is unsuccessful so the player resorts to removing another one of their items in their inventory they deem not as valuable so that there is space available for the scrap metal. The player then drags the metal into their inventory and exits the inventory menu.

The player decides to visit one more location to talk to more NPCs, and they come across a survivor and scavenger. The survivor is desperately looking to buy food/supplies to help them survive, and thus, the player can sell them any food they have at a higher price than most characters would be willing to pay for it. Likewise, the player then talks to the scavenger, who is eager to buy some mechanical parts and tools from the player at a premium.

After some productive trading, the player earns enough money to upgrade their caravan. They return to the map and click a button to enter the skill tree menu. The skill tree contains several unlockable traits for the caravan, including faster traveling speed and greater gas efficiency. It is explained to the player that these skills are unlocked via the in-game currency, which is increased by selling items to NPCs. The player notices from the display of their currency that a recent trade has allowed them to unlock a trait. They decide to upgrade their caravan efficiency, allowing them to travel greater distances with the same amount of gas.

Satisfied with their experience, the player decides they need a break and they proceed to quit the game by closing the game window.

Figure 1 - Inventory and Trading System Concept

