



Title and Introduction:

Title: "deliveryXP"

Introduction: Introduction: there is a delivery man with a bike and some money, he got new orders from clients via messages. When he clicks on that message it will redirect to map, there he can see the location. After he clicks on that location he will get the path to get delivery item, when he found the delivery item, the map shows order location automatically. The order has a limited time to deliver. If he achieves the delivery on time, he got some money and he can increase experience level. But he fails to deliver on time he will loss his money. If he faces an accident while delivery time he loses his experience level too. The fuel level of delivery vehicle also degrades, so the delivery man can refill his vehicle from the refill points on road. After he finish a level he got a chance to upgrade his vehicle and he able to get valuable deliveries. To level up this game the player needs to upgrade his experience and his vehicle.

Concept and Theme:

Concept: A delivery simulation game with time-based challenges, resource management, and vehicle upgrades.

Theme: The game explores the life of a delivery person in a bustling city, focusing on time-sensitive tasks, skill development, and efficient use of resources.



Game Mechanics:

Gameplay Mechanics: Players control the delivery man and utilize a map to locate delivery destinations. They must follow GPS-guided routes, deliver items within a time limit, and manage resources like money, fuel, and experience.

Controls: Bike movement: Forward-W, left-A, Right-D, Fuel-R, collect Deliver-Q, finish Order-E,
map interaction-M
order confirmation-C
fuel refill-R
main menu-EsC

Objectives: Fulfill deliveries on time, earn money, gain experience, and avoid accidents.

Story and Background:

Story: The delivery man is striving to build a successful delivery business in a competitive urban environment. Each delivery represents a new challenge, with its own story and time constraints.

Character Design:

Protagonist (Delivery Man): A determined individual trying to make a living through efficient deliveries.

Antagonists: Time constraints, accidents, and resource depletion.

Other Characters: Clients and pedestrians in the city.

Environment and Level Design:

Game World: A bustling city with different districts and neighborhoods.

Levels: Each level represents a new set of deliveries with varying complexities, distances, and rewards.

Art and Audio Direction:

Visual Style: Vibrant and detailed city environments, realistic bike and vehicle designs.

Audio: A dynamic soundtrack reflecting the pace of urban life, sound effects for bike movements, and GPS directions.

Gameplay Mechanics:

Time-Based Delivery: Deliver orders within a set time frame to earn money and experience.

Resource Management: Manage fuel levels and finances.

Accidents: Risks of accidents while navigating the city; accidents lead to experience loss.

Upgrades: Unlock vehicle upgrades and skill improvements to tackle more challenging deliveries.

User Interface (UI):

UI Elements: Mini-map, GPS navigation, delivery status, money, timer, experience, and fuel indicators.

Menus: Main menu, settings, upgrades, and statistics.

Technical Requirements:

Platforms: PC.

Engine: Unreal Engine.

Plugins and Assets: GPS and map SDK, physics for bike movement, 3D city assets.

Marketing and Target Audience:

Target Audience: Casual gamers, delivery enthusiasts, and anyone interested in time management and resource allocation.

Marketing Strategies: Promote through app stores, social media, partnerships with delivery services, and time management gaming communities.

LINK

<https://drive.google.com/drive/folders/14HmEbD7SUGL9bTvaiEf0SDVgmBWWeoUR?usp=sharing>

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