

Challenging features Scenario

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The end goal of “Ice cream truck run” is to create a challenging decision making game in a casual environment where the player sells ice cream. The player will improve their decision making skills by utilizing skills like money management and time management. Our final scenario will describe the different layers to gameplay experience the user will have.

In our previous release, we were able to implement a working game with a straightforward objective. In this release, we will be focusing on features that will add more difficulty for the player when planning their route. Some of the important features and functionality that will be implemented are methods to mimic traffic, coin collection and a best route calculator.

Scenario: Challenging features

In this scenario, upon starting the game, the player will have to start planning their route to hit all 4 locations and grab coins if possible. They must be quick with their thinking since they are being timed too.

The player will be able to move around (WASD) and sell ice cream to the generated selling areas. Roads will tell the user their gas consumption if driving on that road. Along with that, coins will be placed around the map, some being worthwhile to grab, while others can be ignored. This further enforces proper decision making to maximize their score. After having fulfilled all locations, the day will end and the score will be logged. Then the user will be able to compare their performance with the performance of our implemented best route calculator.

Finally, the player can choose to restart the game or to exit the game.