

# **Plan your move 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 second scenario will describe the gameplay experience the user will have.

Some of the important features and functionality that will be implemented in this scenario are the points of interest (gas station and selling areas) which will require the player to think and create an efficient route. Along with that, we will also overhaul the UI from a plain map image to a generated map.

The map will be changed to have randomly generated locations where the user needs to sell ice cream and generated gas station locations where the user can go to refill on fuel. The user should try and find the most efficient route to sell all their ice cream while using the least amount of time and fuel to maximize profits. In the next release we will also have collision detection to ensure that the user will only be able to move the truck around in areas that are intended. We will also have a fastest route calculation to base the users score off what is the most efficient route. Users will also be able to see their high scores after each round for their fastest times completed and money earned. Each user's round will be stored in a database to track performance and fastest completions.

## **Scenario: Plan your move**

In this scenario, upon starting the game, the player will get a rundown of the events for the day. A rectangle display will appear in the center of the screen telling them about events and weather to help them plan their route.

The player will be able to move around (WASD) and sell ice cream to the generated selling areas (shops, parks, events). These selling areas will be clearly marked and display whether they need ice cream. With their set amount of ice cream, the player’s goal is to sell as much as possible while conserving fuel. Gas stations will also be generated, costing the player when they refuel. This further enforces proper decision making. 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 calculator.

Finally, to exit the game, the player can simply close the application.