

Ice Cream Run 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 first scenario will describe what happens when the player opens the game, and then starts playing.

Some of the important features and functionality that will be implemented in this scenario are the map the player will traverse, player (truck) movement, and the money system. These features will be important as all other features build on top of them.

Scenario: Driving around town

The player starts off by launching the game, where they will be greeted by the start page. This page will consist of buttons such as “Begin run”, and “Help”. The player will click “Begin run” to start their first run, or “Help” if it is their first time playing.

After reading instructions on how to play if needed, the player will begin their run and see their starting area. They will get a map overview first, then a rundown of events, and weather for the current day (events and weather for next release).

Now the user can roam around the map, where they can drive around the streets to familiarize themselves with the hotspots, and find necessities like gas stations to refuel. While driving around, the player should notice their fuel decreasing. When their fuel hits 0, they will be unable to move. Refueling will be added with locations in the next release.

Finally, to quit, the user can simply close out the window.