

COVID GROCERY RUN 4



Design Document

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Game Overview

Logline

COVID Grocery Run follows an individual in the midst of the COVID-19 pandemic trying to get their groceries. This person must follow the recommended safety guidelines, including wearing a mask and following appropriate social distancing requirements or risk the consequences.

Genre & Themes

This game falls under Action/Adventure RPG genre. Users will have real-time control over their character as they navigate the obstacles in a grocery store. Unlike many RPGs, there will be no combat abilities. Instead, users will continuously be on the defensive.

The central themes of *COVID Grocery Run* are science and education. Players who have no previous knowledge on the [safety guidelines](#) from Health Canada should a basic understanding of some of these tips by the end of the game.

Features

Features

Intractable items (sanitation stations, masks)

Multiple levels of increasing difficulty

Challenging maps which need skill and focus to maps

Gameplay Example

You need to get bananas but the produce section is currently very crowded. To enter this section, you need to find the non-medical mask because it will not be possible to maintain a 2m distance from others upon entering this section. Even with the mask, it's important that you avoid others as much as possible while getting your bananas.

Mockups

Home Screen

COVID GROCERY RUN ⚡



Start

Credits

Leaderboard

Quit

The home screen of *COVID Grocery Run*. In addition to starting the game, users will be able to navigate directly to the credits.

Gameplay



A gameplay mockup built using Game Maker 2. The main character (red shirt) will enter by one door, collect the food items and then exit the other door. Users will be required to be continuously alert to avoid other individuals as they move around the store. Masks (not pictured) will offer additional protection and sanitation stations (not pictured) will allow users to recuperate lost health.

Art Style

COVID Grocery Run will use have a retro RPG look by making use of pixel art. These images will be sourced from popular art such as itch.io and [OpenGameArt.Org](https://opengameart.org)

Why is it fun?

COVID Grocery Run aims to educate while entertaining at the same time. The game will offer unique yet difficult challenges to players. Time, in addition to score, will be used to rank players to provide a competitive environment.

Design Details

Pillars of Design

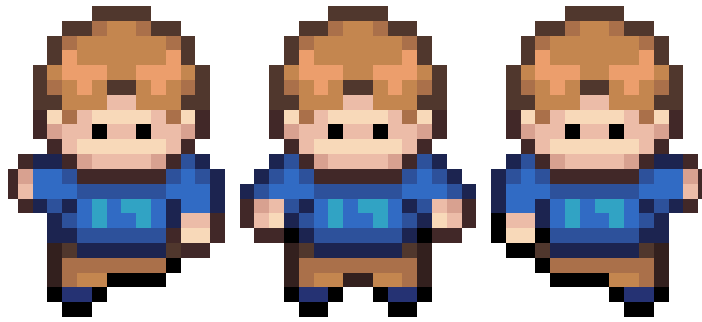
Name	Description
Easy to learn	Players should be able to understand the objective and mechanics of the game with little to no text.
Promotes public health guidelines	Guidelines from Public Health Canada should be used when determining what actions should and should not receive consequences.
Challenging	The game should require attention and skill complete.
Aesthetically pleasing	The home screen and grocery store, the transitions, and the characters should be aesthetically pleasing.

Characters

There will only be one distinct character for this game, the individual on a mission to find all of their groceries. There will be numerous other people walking throughout the store; however, these people will be "strangers" and must simply be avoided. Due to the limitations of the selected character pack and time constraints, only two sprite sets will be used (selected at random for each "stranger") to populate the entire grocery store.



The main character sprite set obtained from itch.io. In addition to this three-frame set, three others (one for each direction) will be used for animating the movement. Two other character sprite sets will be used to animate the "strangers" in the grocery store.



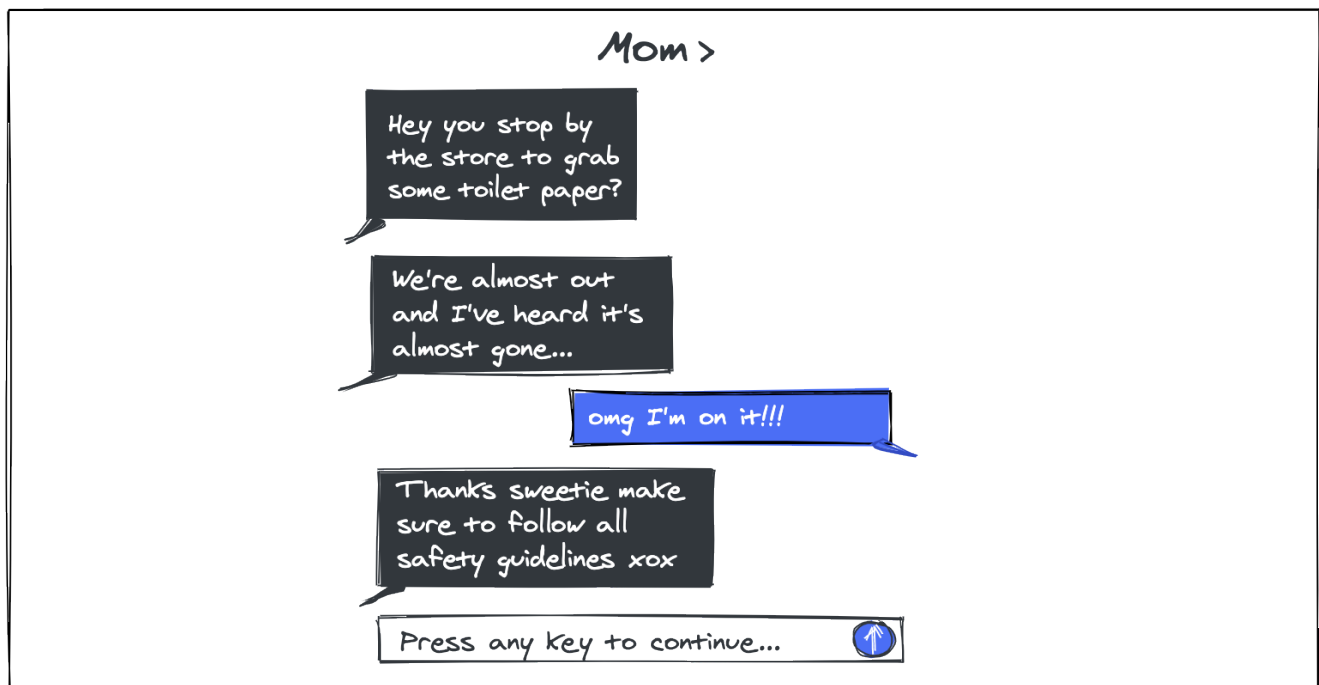
The first "stranger" sprite set obtained from itch.io.



The second "stranger" sprite set obtained from itch.io.

Story & Setting

The premise of the story is that a young man has been asked by his mom to pick items from the grocery store during the COVID-19 pandemic. Time permitting, a small introduction sequence will be shown to set background information. The gameplay will take place within a grocery store full with other people.



The intro sequence mockup up using excalidraw.com. Time permitting, this will be added to better introduce the premise of the game.

Core Mechanics

TODO

Pipeline Overview

TODO

Controls

TODO table

Loading & Menu Flow Chart

TODO flow chart

Loading Screen Mockup

TODO mockup

Menu Mockup

TODO mockup

Gameplay Mockup

TODO mockup

Characters & Items

Main Character

TODO image and description. Maybe describe flow charts for health decreases?

Strangers

TODO images and description

Masks

TODO images and description

Hand Washing Stations

TODO images and description

Grocery Items

TODO images and description

Game Setting

Shop & Levels

TODO

Transitions

TODO

References

<https://www.cleanpng.com/png-grocery-store-organic-food-supermarket-computer-ic-964321/download-png.html> <https://www.pngbarn.com/png-image-cskvb>