Jonathan Castillo

CIT-340

**Project Deliverable #1**

Name: Last Truck

Genre: Platformer, some elements of Horror

Setting: Warehouse

Lore: You play in the POV of a worker who still hasn’t loaded their truck and they are the only person left in the warehouse. Upon doing so, they must retrieve missing shipments scattered across the warehouse. To get them they must avoid a monster(s) who want to eat them alive.

Games that inspired this idea includes Five Nights at Freddy’s and Dead by Daylight. Also inspired by a summer job I took working at a warehouse.

Features I want in the game:

A holding button or some other process to place shipments inside a truck. This aspect should be time-consuming so it can be like a puzzle.

An enemy that gets activated and follows you when you reach a certain part of the warehouse. You will lose health if touched by it.

Some first aid kits scattered in the warehouse that restore a bit of health.

A time limit for getting everything shipped in time.

There should be a progression system for how quickly a player finish loading a truck or depending on the items the player finds.

Some sort of stun gun or flashlight to keep the enemy at bay. The stun gun could be made of parts the player finds while getting their shipment.

A button or other way that can turn any missing items into a shipment.

Some manifest logs that can indicate what is going on in the lore of the game.

A game over screen to redirect you to the menu.

A conveyor belt mechanic that could slow the player down in the warehouse.