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CS 4700.01-1

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Delivery Dash GDD

1. **Game Title & Theme**

     The game will be named "Cats for Cash". The player will be biking around a neighborhood finding lost cats and delivering them back home given by the address on their nametags. The scenario is interesting because cats can be found in the most random places – like getting stuck in a tree – and even though a person may be helping them they like to run away. Lastly, the player will gain fulfillment in knowing the cats are all returned home safely and rewarded money by the happy families. Once the player earns $200 their day is done and they can finally buy their own kitten.

2. **Core Gameplay**
     a. Player Goal: cats are returned to their correct homes/families.
     b. Win Condition: Players are rewarded up to $40 depending on how fast they delivered.
     c. Lose Condition: Cats escape the player and run away, forever lost.
     d. Time Limit: 30 seconds per cat default.

3. **Game Objects & Mechanics**
     a. Player: A person on a vespa bike with a basket holder controlled with WAS keys
     b. Collectibles/Pickups:
          i. 9 different lost cats (packages) around the neighborhood.
          ii. 5 common cat snacks that add 15 seconds to the timer.
          iii. 3 rare cat snacks that add 30 seconds to the timer.
     c. Obstacles/Hazards:
          i. Closed streets and fallen tree logs are physical barriers that cannot be passed, the player must find a detour routelash flood. When hit, the player's speed is temporarily decreased.
          ii. Players can drive through flash flood objects, but will experience decreased speed while colliding.
     d. Delivery Zones:
          i. The player delivers the lost cat to their corresponding house address.
          ii. 9 different houses to deliver to across the whole neighborhood.
          iii. A successful delivery is triggered by entering the driveway of the house .