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CS 4700.01-1

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<center>**Delivery Dash GDD**</center>

Game Title & Theme

Game Title: Cats for Cash

What's being delivered and why:
The player rides a scooter around a neighborhood collecting lost cats and delivering them back to their correct homes using the address shown on their tag. Each successful delivery earns money from grateful families.

Why this is fun/interesting:
The player must quickly navigate the streets while managing time pressure and avoiding obstacles. 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 have reached their financial goal of buying their own kitten.

Core Gameplay

Player Goal: Cats are returned to their correct homes/families and earn $200.

Win Condition: The player is rewarded $50 per successful cat delivery. The player wins when they reach $200 in earnings for the day.

Lose Condition: Cats escape the player and run away, forever lost. 6 cats run away in the process of delivering them to their home, leaving only 3 lost cats left in the neighborhood. The player will not earn enough to make $200.

Time Limit: 30 seconds per cat delivery by default.

Game Objects & Mechanics

Player:

1. The player controls a person on a vespa scooter with a basket holder
2. WASD keyboard input (W/S forward & backward, A/D rotation)
3. Moves using Rigidbody2d physics
4. Collisions temporarily reduce speed and flash the playe sprite red indicating small injury

Collectibles/Pickups:

    Lost Cats (Packages):

1. 9 total cats placed around the neighborhood.
2. Fixed spawn locations.
3. Picking up a cat:
   a. Changes player sprite to display the cat in the basket.
   b. Displays the destination house address on a cat collar.
   c. Starts a 30-second timer.
   d. Generates the shortest path to the house address.

    Boost Items:

1. 5 common cat snacks that add 5 seconds to the timer.
2. 3 rare cat snacks that add 10 seconds to the timer.
3. Appear in fixed locations.
4. Only usable while carrying a cat.

Obstacles/Hazards:
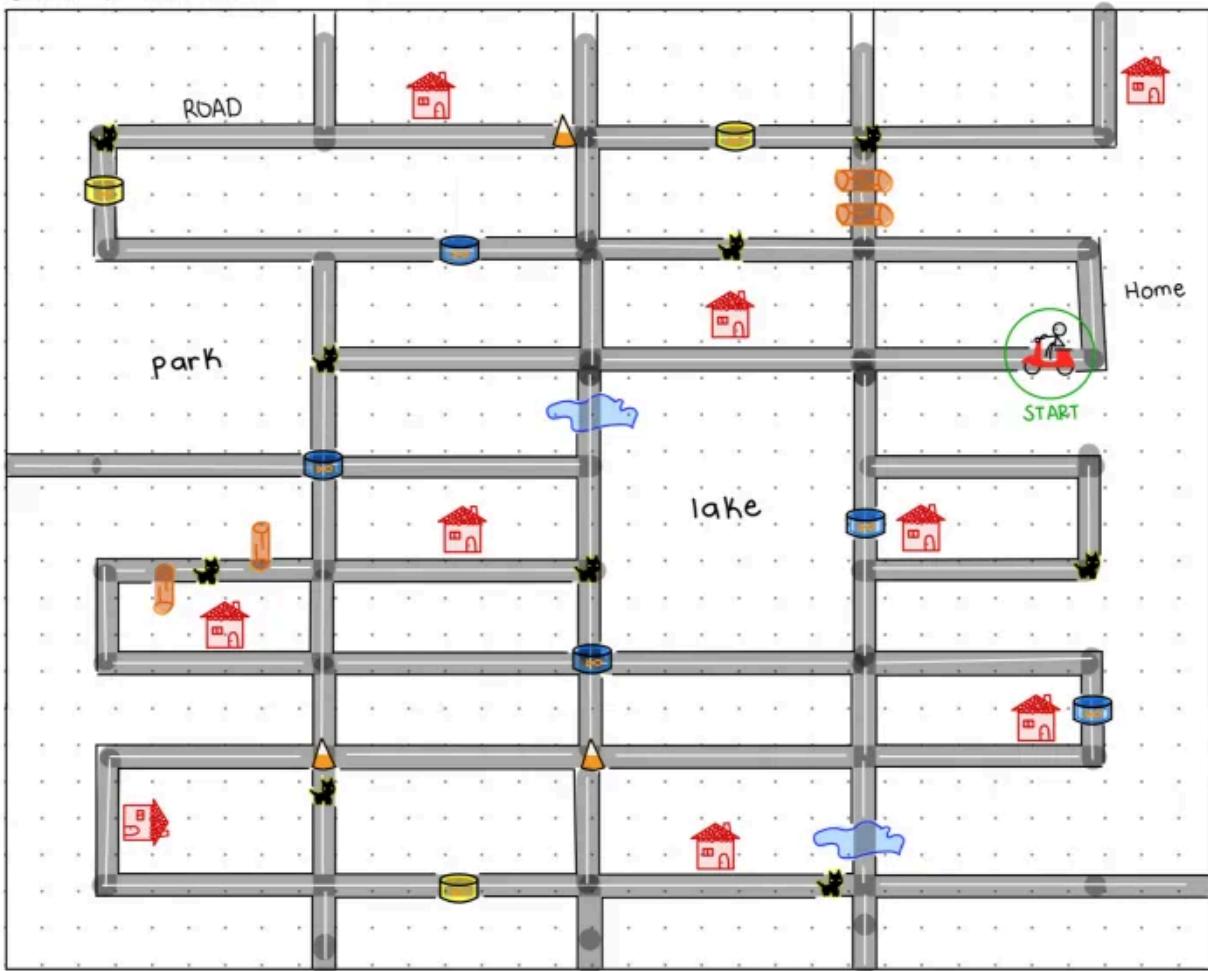
1. Closed streets and fallen tree logs are physical barriers that cannot be passed. The shortest path display on the screen may be blocked due to these obstacles. Hence, the player must find a detour route.
2. Flash floods can be passed but will slow the player down while they are inside the water.
3. On collision:
   a. The player's speed is temporarily decreased, position set back, and receives a visual red flash feedback.
   b. Players can drive through flash flood objects, but will experience decreased speed while colliding.

Delivery Zones:

1. 9 different houses to deliver to across the whole neighborhood.
2. The player delivers the lost cat to their corresponding house address.
3. Each house has a designated road-side delivery point.
4. A successful delivery is triggered by entering the driveway and collides with the correct house .
5. Rewards:
   a. $50 per cat.
   b. Route line disappears and timer resets.

Level Layout

Sketch of Cats For Cash Overview

ROAD

park

Home

START

lake

Player

🛵

Package

🐱 - cat

Boosters

⬭ - rare cat food

⬭ - cat food

Obstacles

☁ - flood

△ - traffic cone

⬭ - log

Requester

🏠 - house
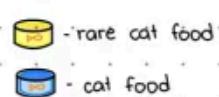
1. One large neighborhood grid built with Tilemaps:
    a. Grass tilemap is not a walkable path, the player meets a border.
    b. Road tilemap is a walkable path, no colliders.
2. Roads form intersections and alternate routes.
3. Houses placed along street edges.
4. Traffic cones, tree logs, and flash floods are spaced evenly throughout the map.
5. Boost items placed near risky routes.

UI Feedback

1. The countdown timer is visible while carrying a cat
2. Picking up boost prompts "+5s" or "+10s" text next to the timer for a few seconds.
3. The number of successful deliveries the player has completed.
4. House address displayed at the bottom right of the screen.
5. "You Win" or "Game Over" message.
6. Visual GPS route drawn using LineRenderer.
7. The amount of money earned by the player.

New Twist

Twist #1:

Dynamic GPS Route instead of a static path generated only during the initial pickup (A* Pathfinding)

Twist #2:

Collectibles/pickups that decrease the timer or slows down the player. For example, coming across a mouse which sets the cat to start playing and causes the player's bike to be unstable.

How does it change strategy?

Players must decide whether to take the fastest direct route or detour for helpful boosts while avoiding distractions like mice that destabilize the bike. Riskier paths may save time, but hazards can cost control and precious seconds.