ClassicMini Car Game Storyline (s?)

One way to format the storyline files would be line by line dialogs. You would store which index you were last at and each speech would correspond to a spawn point.

Storyline for game type 1 / attempt 1

You start with a small-scale vehicle repossession business. You can get paid for repossession jobs, but most money comes from re-branding the vehicles and selling to buyers. Old vehicle owners can also pay a fee to claim back their vehicle.

Angry previous owners will randomly attempt to take back their vehicles from the warehouse. In this event, a defence mission will start, and you can earn xp for keeping the vehicle. Races can also randomly form during deliveries / driving around with civilians. Winning these can reward cash.

Cash can be used to buy warehouse protection and warehouse upgrades to modify vehicle sales. Cash can also be used to buy larger trucks for towing higher value vehicles.

Storyline for game type 2 / attempt 2

You inherit a family garage. Customers bring in faulty vehicles or vehicles wanting customization. You can optionally collect vehicles from customers houses and drop them back off for an extra bit of cash.

Gangs near the area will attempt to randomly sell phony cars. A mission would be to stop this to keep garage popularity. Texts will randomly appear from family members who used to own garage, giving game tips. Offers for race’s against customers / gang members for cash and XP.

Cash can be used to buy vehicle storage upgrades or garage equipment upgrades – this will allow higher level customers to come in. Cash can also be used to buy a property with a garage to participate in races.

Storyline for game type 3 / attempt 3