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. Missions are always optional (until you are in progress of one) – you can just drive around if you want to.

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.

Characters: warehouse mechanic, warehouse security guard, 2x high level buyers, 2x low level buyers, 8x civilian, car salesman.

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.

Characters: Garage mechanic, Grandpa, Brother, Low level buyer x2. High level buyer x2, 8x civilian, 6x gang member, tool shop owner.

Storyline for game type 3 / attempt 3

You start in a home with a garage, your aim is to create vehicles. You can either store them, drive them around and race them or sell them. You must run restock missions to gather parts to build cars.

With the creation of a taxi, you can run a small taxi business on the side. Doing well in previous taxi missions will provide tips and a high rating, which gives richer future customers.

Players can randomly receive taxi requests and car requests. On a resupply mission, you can get lucky and receive high value parts. On occasion when you are an experienced mechanic, the military will ask you to build weaponized vehicles for them with parts they give you.

With cash, you can purchase garage upgrades to build better cars and sell to richer buyers. Staff to run part missions are also available.

Characters: mechanic, civilian x8, low level buyer x2, high level buyer x2, part dealer (no shop), architect (to upgrade home garage).

Free Play

No storyline. Participate in races, drive around and buy new cars. Run car duels with military vehicles available for purchase.

Characters: Civilian x8, car salesman, estate agent, warehouse mechanic, warehouse security guard, 2x high level buyer, 2x low level buyer, 6x gang member, tool shop owner, part dealer, architect.