Overview document

This game project is to provide the idea of casual and serious game named "Uber Life" with the concept of how uber drivers works daily by collecting orders and finish orders in the Japanese city.

The serious game is a game with gameplay, goal other than pure entertainment, including simulation games, political games, exergaming and educational gaming (Crystall, no year, p. 36). The concept of this project is to simulate the daily life of the uber drivers by driving cars around the city to collect driving orders and sending orders to destination, which fits the simulation games concept.

The casual game is a game with short gaming sessions, easily learned, low skill cap, no frustration and rated over 10 years old (Crystall, no year, p. 35). The gameplay of this game is easy to learn, by using WSAD to move and turn player forward, backward, left and right. Furthermore, player can collect orders by pressing F to open the phone and click "Collect Order" button, then player needs to drive the car to the collect order position and activate the order mission line, then the finish order position will be shown in the mini map. By the meantime, the count down time will be activated on the screen to give player enough time to finish the mission. To finish the order, player can simply drive the car to the finish order position, then click "Finish Order" button to finish the order with rewards. The rewards can be spent to buy new cars with different style and performance, which provides player with different enjoyment of driving different types of cars in the game.

At the end, this game project simulates the daily life of an uber driver living in the Japanese Akihabara city with easy gameplay elements and functions.

References:
Crystall, A. (no year) INM375: The Games Development Process – Week 1. Available at: https://moodle4.city.ac.uk/pluginfile.php/441785/mod_resource/content/8/INM375.week01.pdf (Accessed: 8 August 2024).