

The background is a pixel art illustration of a city street. In the upper right, there's a park area with a blue pond, a grey bridge, and some trees. To the left of the pond is a building with a green awning and a red and white striped awning. In the foreground, there's a road with white lane markings and a crosswalk. On the left side of the road, there are several colorful buildings (orange, red, green). On the right side, there's a building with a blue roof and a red roof. The overall style is reminiscent of early 2D video games.

# Delivery Boy

An awesome game from "1xBest"



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A pixel art illustration of a city street scene. In the center, a white rectangular box with a black border contains the text "1. Introduction". The background features a blue road with white dashed lines, a crosswalk, and a traffic light. On the left, there's a green building with a large octagonal window and a red and blue striped awning. On the right, there's a yellow building with a red and blue striped awning and a blue signpost. A small red car is driving on the road, and a small green character is standing on the sidewalk. A red arrow points towards the crosswalk.

# 1. Introduction



# Requirements

Our team was given the task of creating a game called “Delivery Boy” with the following requirements:

01

## Game Design

The player controls a delivery character to dodge the traffic in a minimalist city block.

03

## User Interface

User-friendly and visually engaging, with intuitive controls for the player to maneuver the delivery character across the city.

02

## Randomized Gameplay

The orders and delivery locations are randomly generated.



# Inspiration from similar games

We wanted to combine the dodging mechanics of "Crossy Road" and the engaging dynamics of "Smashy Road" in the making of "Delivery Boy".

01

Crossy Road



02

Smashy Road: Wanted 1 & 2





# Tech stack

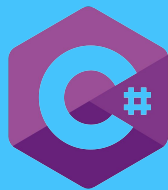


We choose popular tools in game development in the making of  
“Delivery Boy” which includes:

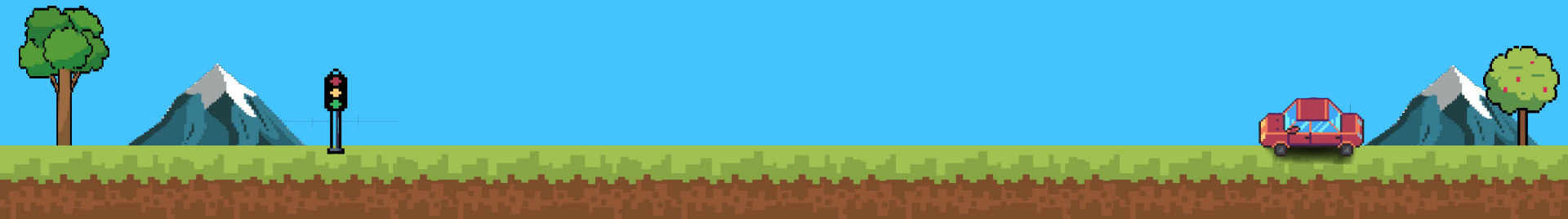
Game Engine & Programming Language:



unity



Other tools:



A pixel art illustration of a city street intersection. In the center, a white rectangular sign with a black border contains the text '2. User interface & Gameplay'. The background features a green lawn, a grey sidewalk, and a dark blue road with white zebra crossings. On the left, a tall building with a red and blue grid pattern stands next to a green wall. On the right, a yellow building with a red grid pattern is visible. A small blue car is parked on the sidewalk. A red car is driving on the road. A small green character is standing on the sidewalk. A red arrow points towards the intersection. A traffic light is visible on the right side of the road.

## 2. User interface & Gameplay



## Storyline

Cat Khanh is an employee of the “1xBest” delivery company, of which policy prioritizing fast deliveries over employee’s safety. Khanh faces the task of navigating through the dense traffic of Vietnam to complete his deliveries within a strict time frame.

*As a player, your mission is help Khanh navigate the tough streets, and fulfill his deliveries on time. Can you help him accomplish his job?*



Cat Khanh here!





## Game interface



Start menu



Level selection screen





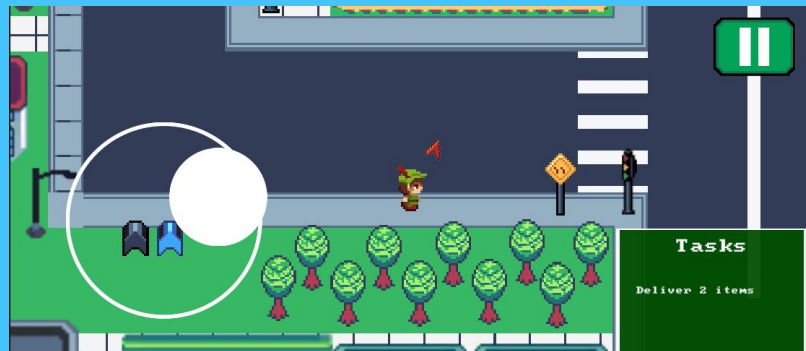
## Game interface



Settings screen



Gameplay screen





# Concepts

## Game type:

- 2D road-crossing challenge game, orthogonal view
- Players control a character who must safely deliver orders across busy roads filled with vehicles and obstacles.

## Game Mechanics:

- Road-crossing Challenge
- Character Controls
- Randomized Delivery Locations
- Time Pressure



Set in a vibrant and visually appealing city environment



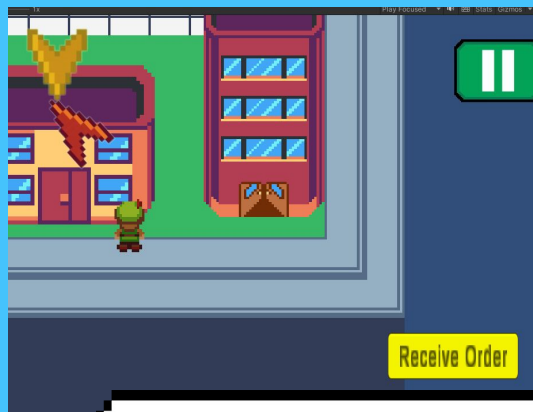
The city serves as the backdrop for the road-crossing challenges and delivery missions.

About The Map





During the mission, the red arrow will guide the player to the destination of receiving and delivering order.

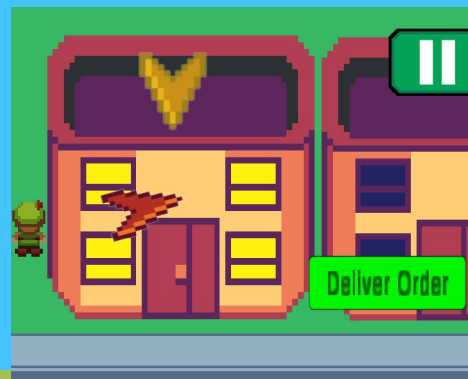



Click the yellow button when you arrive the receiving destination.

About The Mission



When the green button appears on the screen, congrats, you have finish your task.





➤ There are different types of car running in different direction all over the map.



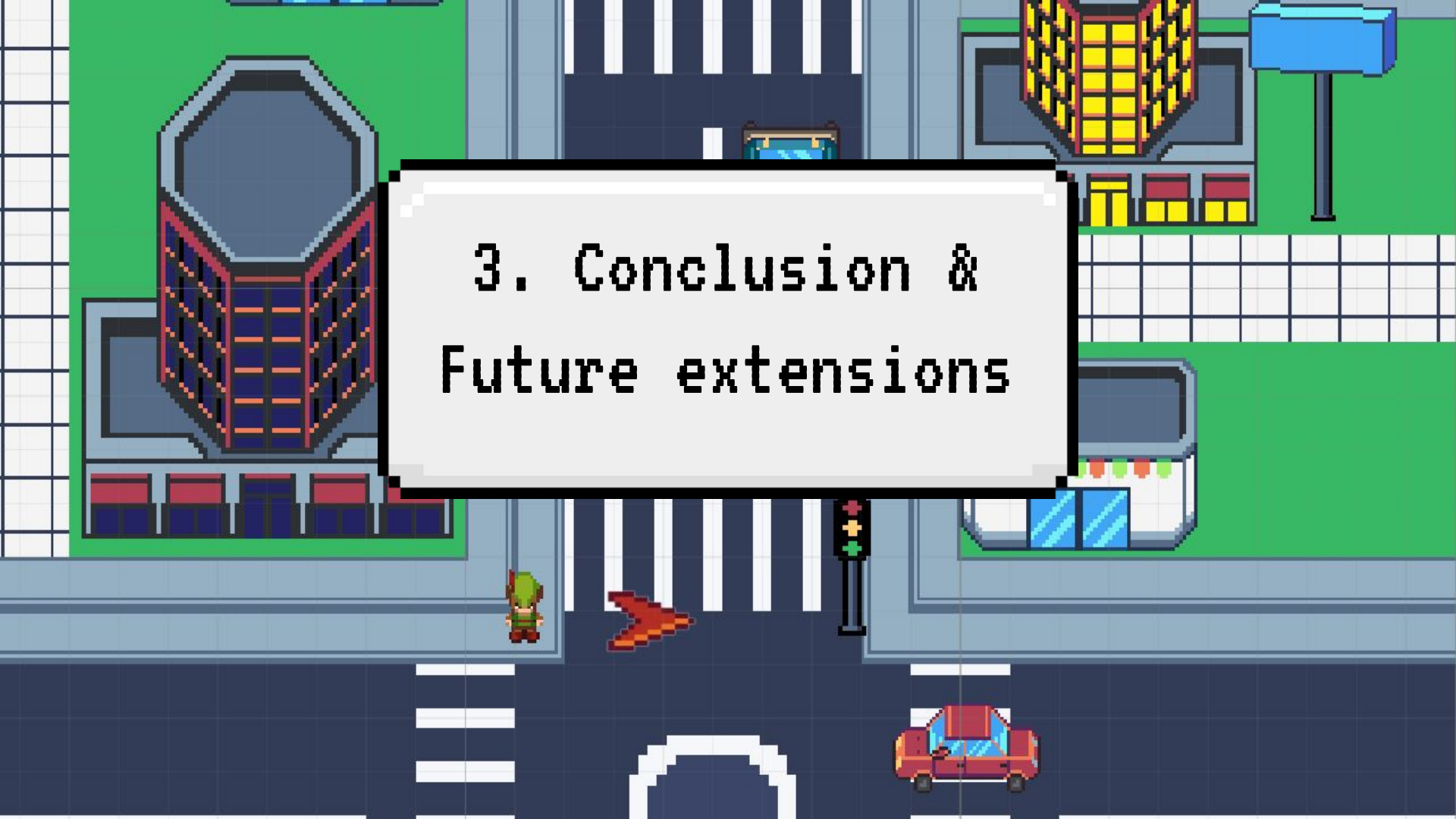
➤ Each car has its own speed.

➤ The higher the level, the denser the traffic and the faster the speed of the vehicles.

➤ What player has to do is not to crush to these moving cars!



About The Obstacles

A pixel art illustration of a city street scene. In the background, there are several buildings: a tall blue building with a red grid pattern, a yellow building with a red grid pattern, and a blue building with a red grid pattern. A blue signpost stands on the right. In the foreground, a red car is driving on a dark blue road. A small green character is standing on the sidewalk. A red arrow points towards the right. A traffic light is visible on the right side of the road. A white crosswalk is marked on the road. A white archway is visible in the distance.

### 3. Conclusion & Future extensions

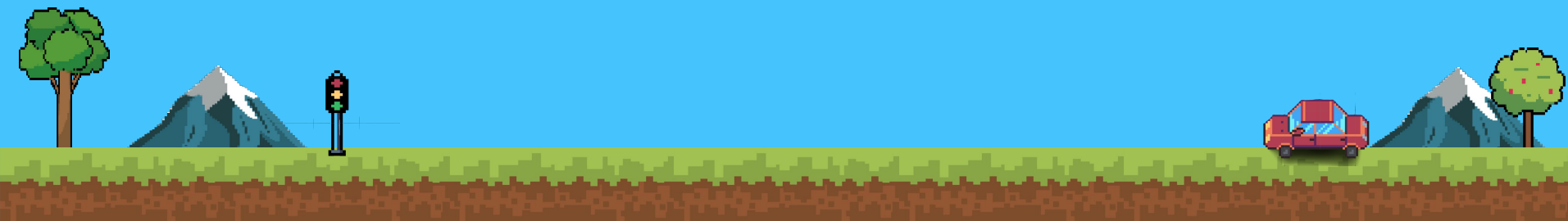


## Conclusion

Through attentive listening, thorough analysis of client requirements, and diligent daily effort, our team has successfully developed software that fulfills the client's requirements.

## Future extensions

Special items, auto increase level,...





A pixel art illustration of a city street scene. In the center, a large white rectangular sign with a black border displays the text "Thanks!". The background features a green lawn, a grey sidewalk, and a dark blue road with white crosswalk lines. On the left, there is a tall building with a red frame and blue windows, and a smaller building with a red roof. On the right, there is a yellow building with a red frame and yellow windows, and a blue signpost. A small red car is driving on the road, and a small green character is standing on the sidewalk. A red arrow points towards the sign.

Thanks !