Delivery Boy

An awesome game from "1xBest"

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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.

02 Randomized Gameplay

The orders and delivery locations are randomly generated.

03 User Interface

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

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".

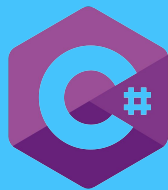**01** Crossy Road

02 Smashy Road: Wanted 1 & 2

Tech stack

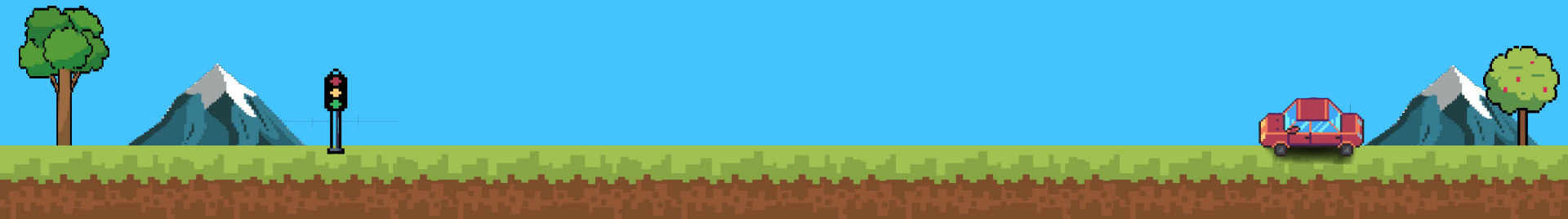We choose popular tools in game development in the making of "Delivery Boy" which includes:

Game Engine & Programming Language:

Other tools:

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

DELIVERY BOY

Start game
Tutorial
Settings
Exit

> Level selection screen

Select level

1 2 3 4
5 6 7 8
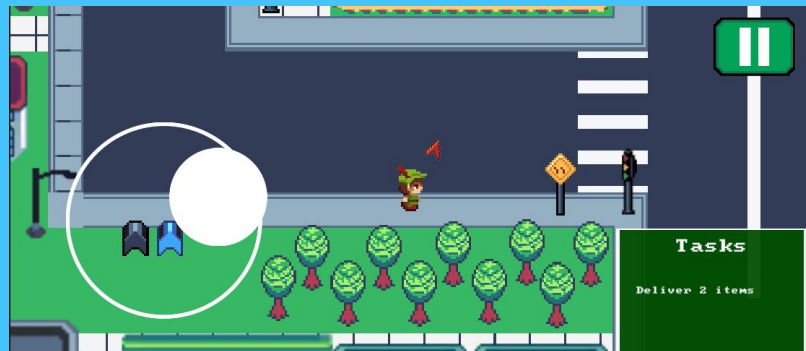
Continue saved   Exit   Back to menu

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

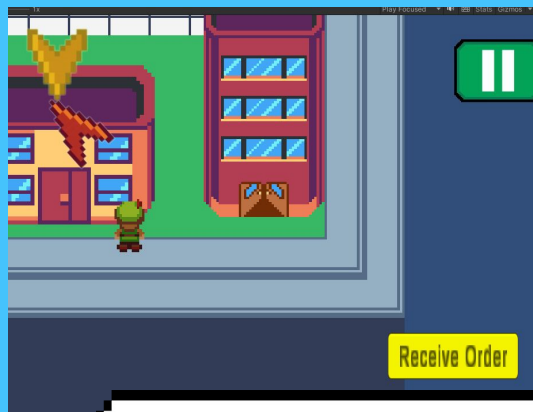> Set in a vibrant and visually appealing city environment

> 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.
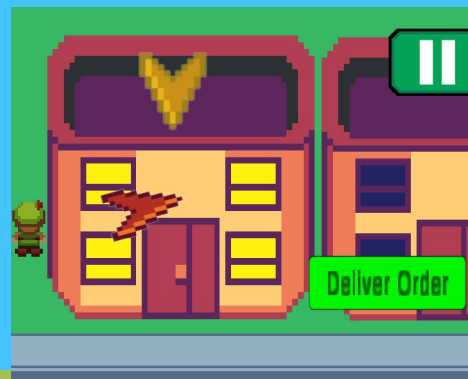

Click the yellow button when you arrive the receiving destination.

About The Mission

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

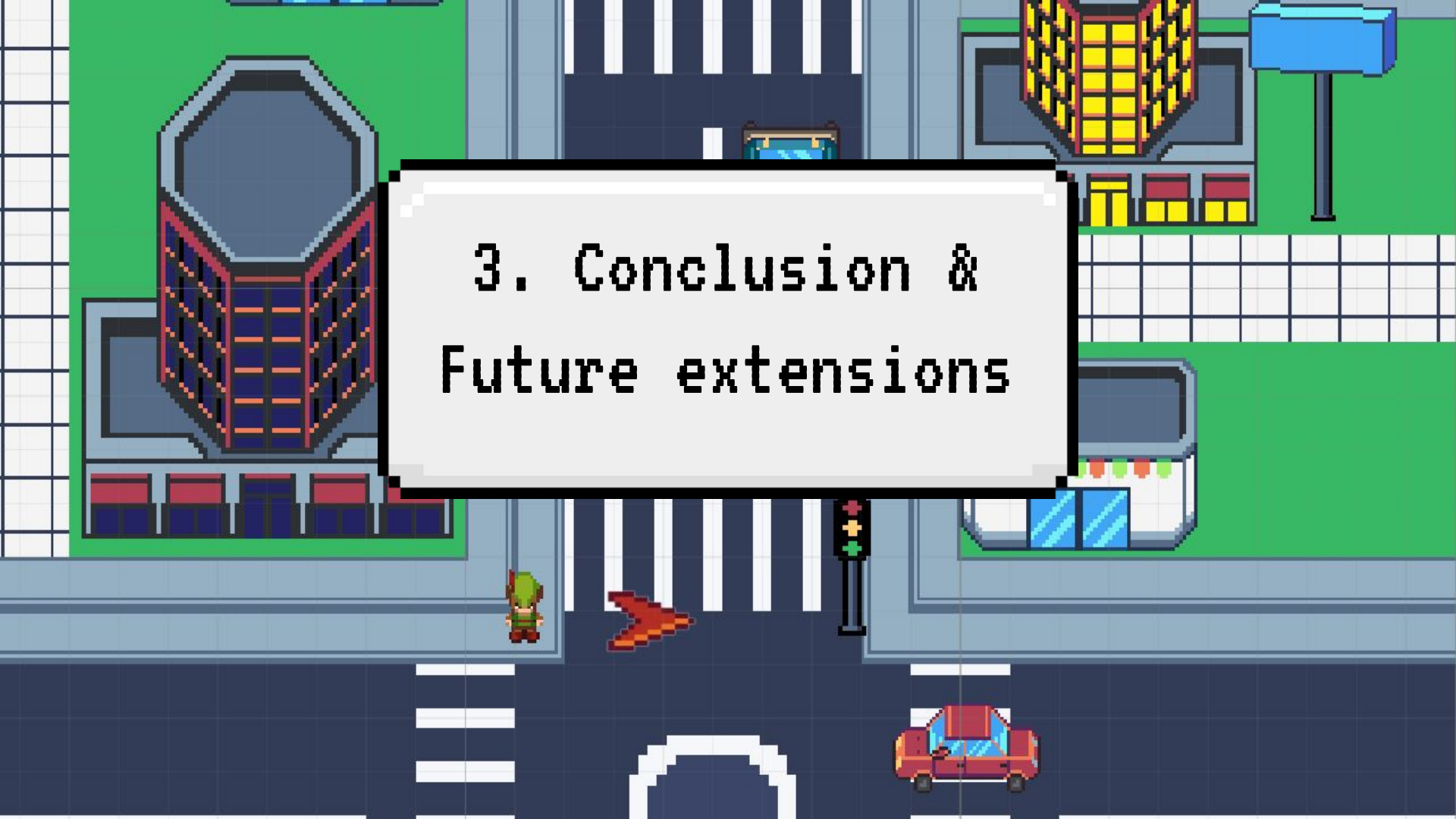> There are different types of car running in different direction all over the map.

> 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!
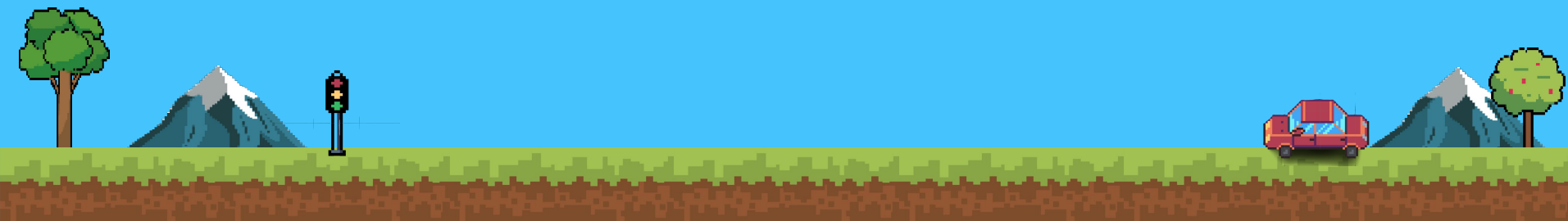
About The Obstacles

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,…

Thanks!