One Day Shipping

High Concept Document

Matt Ferrell - B00625174

Johna Latouf - B00698246

Orjan Monsen - B00697153

Robert Tracey - B00699803

*October 17th, 2016*

# High Concept

*"Neither snow nor rain nor heat nor gloom of night stays these couriers from the swift completion of their appointed rounds"*

**~ United States Postal Service**

You are fledgling delivery man Larry Noodleman, on the first day of your job at the *One Day Shipping* package delivery service. Use your unfortunately disproportionate limbs to deliver people’s packages. Beat the clock, avoid competing postal workers, and try to survive your first week of work.

# Features

A 3rd person 3D platforming world. You must bumble around the vibrant cityscape, using the environment to get as quickly from one package drop off to the next.

Your limbs provide quirky movement mechanics. Use them to avoid your enemies; angry drivers, neighbourhood dogs, and disgruntled postal workers.

Your extremely loose limbs provide you special abilities for getting around town. Bounce off of incoming traffic, cartwheel around obstacles, and swing from street lamps and street signs.

Race the clock! Each level takes place over the course of an entire (sped-up) work day. Watch the timer as the city shifts from morning to evening. Make sure to get all of your daily packages delivered before the day is done.

Rush to complete the deliveries. The faster you deliver the packages, the higher your score. Avoiding enemies and using the environment also boost your score. At the end of the work day you receive a letter grade from your dispatcher, showing your promise as an employee.

As you progress through the work week, watch the city change. New areas and obstacles will open up to you as you expand your delivery abilities. Road construction, oil slicks, police barricades, and an increased Postal Service presence change your routes and ramp up the difficulty.

Find hidden power-ups to increase your speed, reach, and elasticity. Power-ups are randomly spawned, changing the challenge each time you play.

At the end of each day, report to dispatch to learn about your progress and upcoming challenges. Your dispatcher and boss drive the narrative, and the company’s success hinges on how well you do.

*One Day Shipping* takes place in an over-the-top cartoonish world, where the day-to-day of the community is completely absurd. The dogs are rabid. The postal workers are shady. Your boss is boisterous, and your dispatcher is a little too mellow.

# Overview

## Player Motivation

Players are racing against the clock over a five-day work week to gain the highest score for each day. This is a skill-based game that motivates players to gain a higher score, while also pushing the player towards their goal: completing your first week of work. As the week progresses, the challenges become more outlandish, and tension brews between your newly-popular company and the rival Postal Service.

The game tracks high scores across multiple playthroughs, so you can challenge your friends to beat your exceptionally fast playthrough.

## Genre

*One Day Shipping* finds its roots in some of the best high speed physics-based arcade-style platformers. It’s pace of gameplay and controls are akin to games like *Crazy Taxi*, *Super Monkey Ball*, and a history of 3D platformers with responsive and dynamic controls.

## The Target Customer

We are targeting players between 12 to 24. Our players are the kind who enjoy light comedic storylines with fast-paced gameplay and high replayability.

## Current Market Competition

The current competition includes fast-paced platformers such as *Crazy Taxi*, *Super Monkey Ball*, *Mirror’s Edge: Catalyst*, and *Gravity Rush 2*.

## Unique Selling Points

Our game uses exaggerated in-game physics to both the advantage and the crux of the player. Enemy attacks will have noticeable effects as the elasticity and response of your character will result in bouncy responses. You must learn to use this movement to your advantage, bouncing off the environment, and using environmental elements to swing around or propel you in the right direction. All of this is happening while the player is timed, making the game extra frenetic.

## Target Hardware

This game will be compatible on current Windows PC and Apple computers. The game will be tuned for a standard keyboard control setup, but will be able to be played with a game controller peripheral as well.

## Design Goals

*One Day Shipping* design has the following goals:

**Frenetic**: The game must feel fast and energetic in an out-of-control way. Players have to react quickly to environment obstacles and enemies, while they also rush to complete their goals as fast as possible. The player should feel like the are always running out of time. We will achieve this by balancing obstacles, objectives, and time limits in a way that always feels a bit overwhelming. The controls and player movements will also be fast and responsive.

**Strategic:** The character learns to control the player and use the environment to complete their goals. We achieve this by introducing obstacles at a pace that the player can develop their own techniques.

**Humourous:** The game will be hilarious to play in both the way it presents the game world, but also in the developing narrative and characters. The cartoon style emphasizes this humour, and this bombastic characters will have quick quippy dialogue as well.