

Delivery & Debts

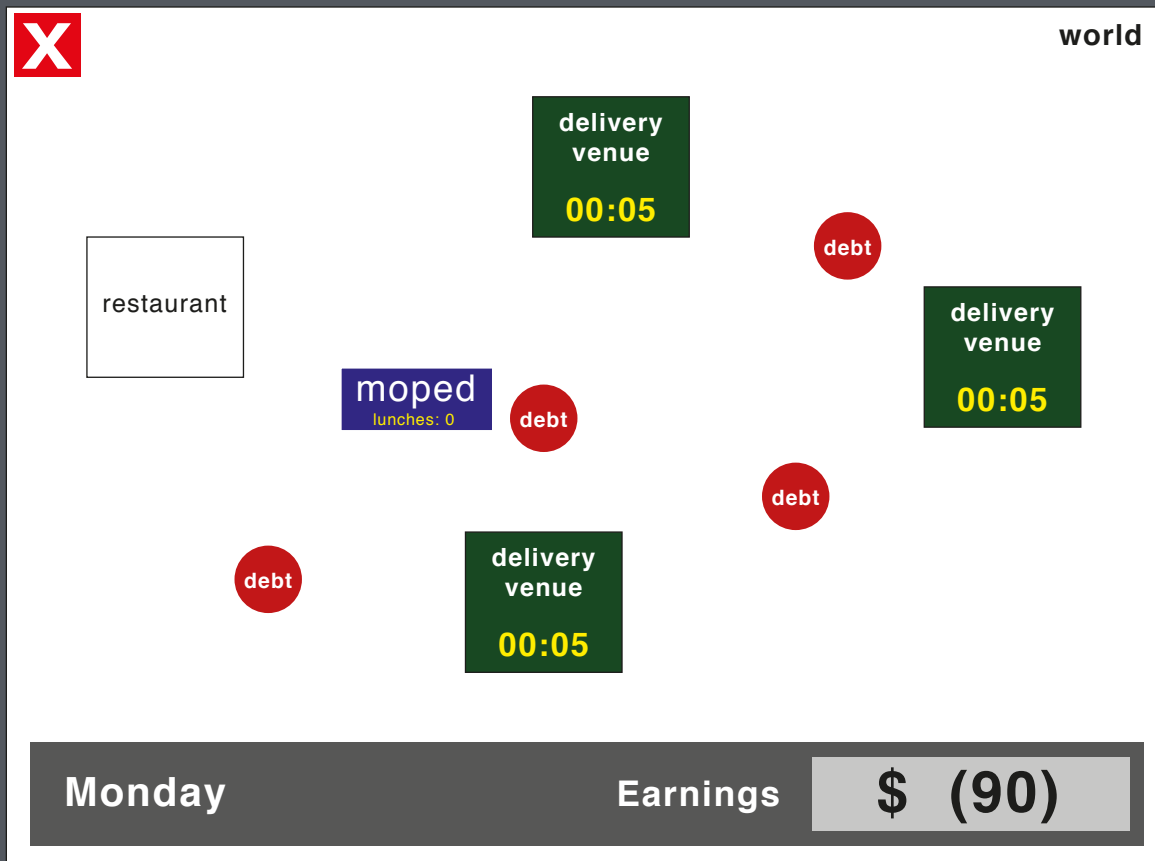
**Two delivery people
delivering lunches.**

Both are deep in debt.

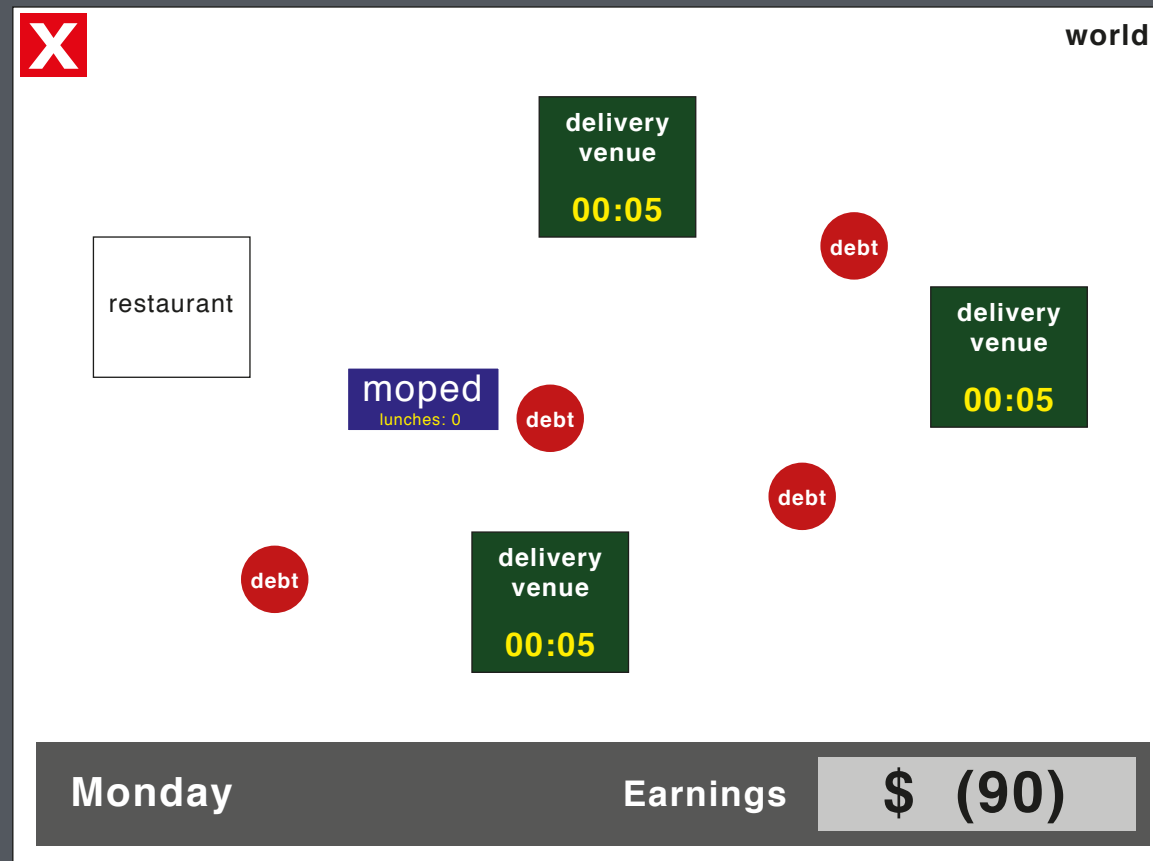
**The first person to
clear their debt wins.**

**Or the first person who
gives up loses.**





Player 1



Player 2





world

restaurant

delivery
venue
00:05

debt

delivery
venue
00:05

moped
lunches: 0

debt

debt

debt

delivery
venue
00:05

Monday

Earnings

\$ (90)

restaurant

moped
lunches:

Object Restaurant

Adding lunches to Moped

- Moped arrives at restaurant,
- Moped has 2 lunches = do nothing;
- Moped has 1 lunch = add 1 lunch;
- Moped has 0 lunches = add 2 lunches;

Moped removes all takings

- 5% of takings go into Earnings;



restaurant

moped
lunches: 0

debt

debt

delive
venue

00:00

Monday

Object Moped

Movement

- Player controls position of Moped in World with directional keys;
- Acceleration
- Initial speed (unit distance/unit time??);
- Holding the direction key longer accelerates;
- Holding the opposite direction key decelerates and stops;
- Maximum speed is ###;
- "space bar" drops the lunch at a Delivery Venue;

Object Moped (cont'd)

Passing a Debt

- If Moped's position is at a Debt, player loses all his takings;

Moped is at a Delivery Venue

- Upon pressing 'space bar',
 - Moped has 1 or 2 lunches
= **remove 1 lunch**;
 - Moped has no lunches
= **do nothing**;

Object Delivery Venue

Countdown Timer

- Initially, a countdown timer with a random duration between 3 and 6 seconds;
- When Scooter is at restaurant, generates a random timer between 3 and 6 seconds;
 - If Moped arrives...
 - ...on time, full takings: **\$30**;
 - ...late, half takings: **\$15**;



world

restaurant

delivery
venue
00:05

debt

delivery
venue
00:05

moped
lunches: 0

debt

debt

debt

delivery
venue
00:05

Monday

Earnings

\$ (90)

Object Delivery Venue (cont'd)

Location

- Randomly generated in the World
- Every day 3 Delivery Venues are generated somewhere in the World

New Delivery

- Randomly generates a new time

Object Debt Ball

A Debt Ball is an object which removes all takings from the Scooter. In return, it becomes smaller. The player can avoid going through the Debts. But as the days goes by, it will become bigger until the player has no choice but to hit it to make it smaller but losing his Earnings and getting back into debt.

Object

Debt Ball (cont'd)

Debt Ball Size

Grows 150% every day unless hit by Scooter;

- If Scooter runs into a Debt...
- ...it will shrink by 80% the next day
- ...and player will lose all his takings so far.

Object

Debt Ball (cont'd)

Debt Ball Position

- Random position except starting area

Movement

- constant speed, slow
- randomly bouncing off non-passable objects

Object

Debt Ball

Collision

- Cannot pass though Scooter
- Cannot pass through 4 walls of the World
- Cannot pass through another Debt object
- P a s s e s o v e r t h e Restaurant
- P a s s e s o v e r t h e Delivery Venues



restaurant

moped
lunches: 2

delivery
venue

00:05

debt

delivery
venue

00:05

debt

debt

debt

delivery
venue

00:05

Tuesday

Earnings

\$ 5



world

restaurant

moped
lunches: 2

delivery
venue
00:05

debt

delivery
venue
00:05

debt

debt

debt

delivery
venue
00:05

Wednesday

Earnings

\$ (330)



Wednesday

Earnings

\$ (330)

Earnings

Debts are carried forward with interest,
i.e. $150\% \text{ size} * \text{yesterday's earnings} = \text{today's earnings}$.

A player wins from settling their debt. Since earnings will always be negative,



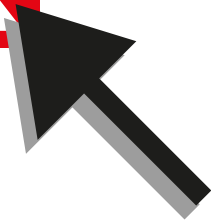
world



Thursday

Earnings

\$ (225)



world

restaurant

delivery
venue

00:05

debt

delivery
venue

00:05

moped
lunches: 0

debt

delivery
venue

00:05

debt

debt

Monday

Earnings

\$ (99999)

Win / Lose Condition

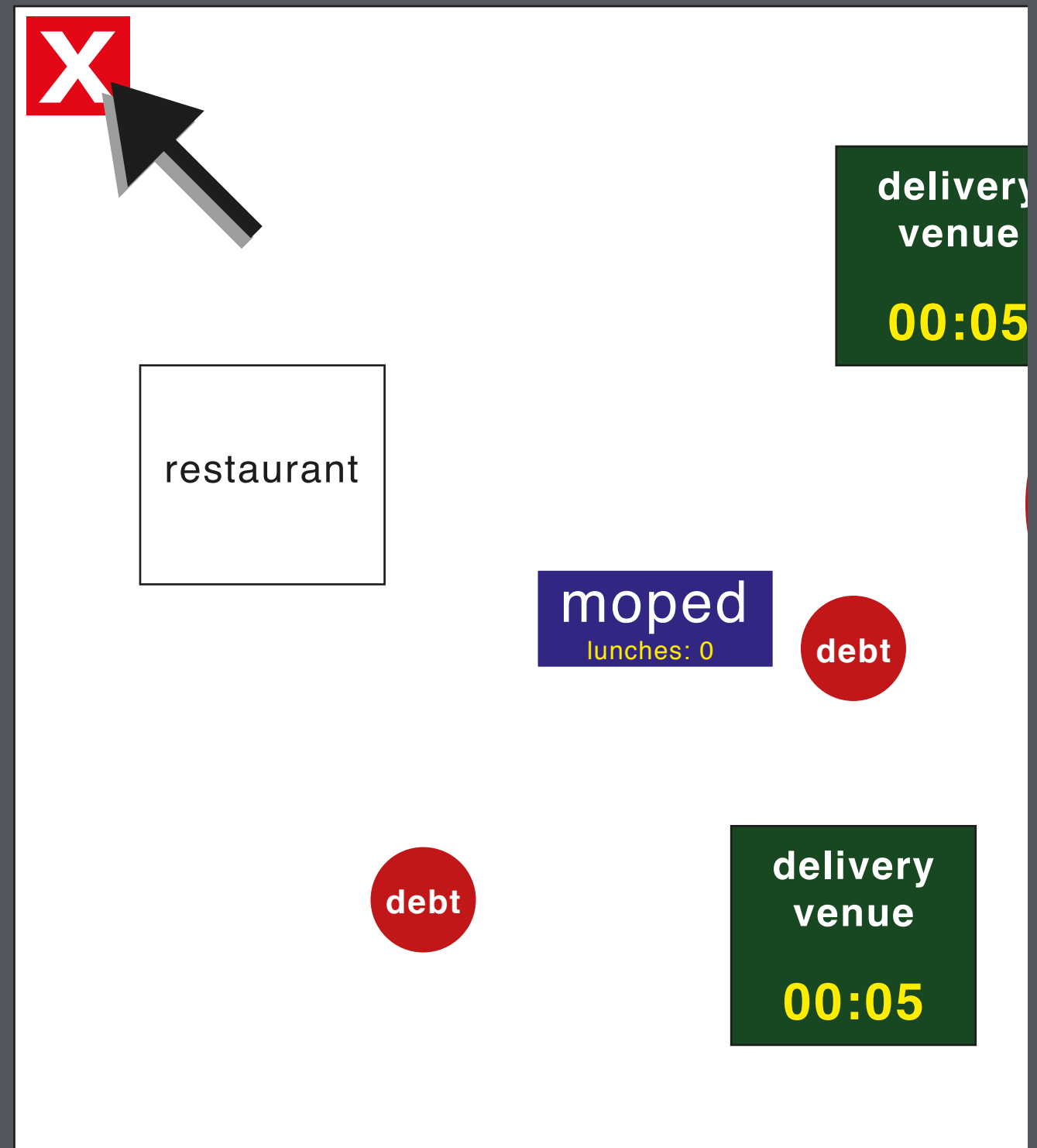
Lose condition 1:

> When the other player has settled their debt

(i.e. Earnings \geq \$0)

Lose condition 2:

> When a player clicks “X” and...





world

delivery
venue

00:05

restaurant

Declare bankruptcy?

ery
ue

05

Yes

No

00:05

Monday

Earnings

\$ (99999)