

Cucei Taco Tycoon

Revision: 0.0.0

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Overview

Theme / Setting / Genre

Theme - Cooking:

The theme of Cucei Taco Tycoon revolves around cooking, specifically focusing on the preparation and sale of tacos. This theme creates a relatable and engaging setting, as it centers on a food beloved by many and gives players the chance to experience the challenges of a culinary business. By incorporating ingredient selection, recipe creation, and customer preferences, the cooking theme adds a fun, hands-on approach to the gameplay, allowing players to feel connected to the process of crafting and perfecting tacos.

Setting - Realism:

The game's setting emphasizes realism, portraying the experience of a university student starting a taco stand from scratch. Realism enhances the immersive quality of the game by placing the player in a believable environment that mirrors the real-life obstacles and decisions involved in building a small business. From managing finances to handling customer interactions, the realistic setting helps players engage deeply with the challenges and rewards of running a taco stand.

Genre - Simulation:

Cucei Taco Tycoon fits within the simulation genre, as it focuses on recreating the experience of managing a business in a detailed, interactive way. The simulation genre allows players to experiment with different strategies, make decisions on resource allocation, and respond to customer needs—all key aspects of managing a taco stand. By simulating the ins and outs of running a business, the game provides players with an engaging, strategic challenge that reflects real-world entrepreneurial skills and business management.

Core Gameplay Mechanics Brief

- Touch Buttons and Panels: In *Cucei Taco Tycoon*, touch buttons and panels are essential to creating an interactive and user-friendly experience. These elements enable players to navigate and manage all aspects of gameplay, from purchasing ingredients to adjusting taco recipes and overseeing daily sales. With touch buttons offering quick access to essential tasks, players can make timely decisions that are key to success.

Panels complement this functionality by displaying crucial information, such as inventory levels, earnings, and customer feedback, in a clear and accessible format. This intuitive layout ensures that players can efficiently manage resources and track their progress, helping them master the game's business simulation elements with ease.

- Money and Time:

In *Cucei Taco Tycoon*, money and time are core resources that directly influence gameplay and strategy. Money allows players to purchase ingredients, unlock upgrades, and hire characters, which are all essential for progressing through the game. Efficient use of time is just as critical, as each day has a set duration, challenging players to maximize sales and meet customer demands within a limited timeframe. The balance between these two resources requires players to make thoughtful decisions, focusing on both immediate gains and long-term growth to ensure their taco business thrives.

- Upgrades and Characters: Upgrades and characters add depth to *Cucei Taco Tycoon* by providing unique bonuses and advantages. Players can unlock various upgrades that enhance aspects like customer satisfaction, speed of service, or increased profits per sale. Additionally, special characters bring their own perks, such as attracting more customers or boosting tips. These elements allow players to customize and improve their business approach, making the gameplay experience more engaging and rewarding as they grow their reputation and expand their taco stand.

- Tasks and Missions: Tasks and missions give structure and purpose to the player's journey in *Cucei Taco Tycoon*, offering goals that challenge players to reach new milestones and improve their skills. These objectives range from

achieving a specific number of sales to enhancing customer feedback ratings. Completing tasks not only helps players unlock new levels and expand their business but also provides incentives to refine their strategies. This feature keeps the gameplay dynamic and motivates players to continually aim for higher achievements as they work toward building the best taco stand on campus.

Targeted platforms

- Android: Android was chosen as the primary platform for *Cucei Taco Tycoon* due to its accessibility and widespread user base. With millions of potential players and a strong mobile gaming culture, Android offers an ideal environment for a touch-based game. The platform's flexibility with touch controls aligns perfectly with the game's interactive buttons and panels, ensuring an intuitive and seamless experience for players. Additionally, developing for Android allows for easier access to the game's intended audience of students and young adults, making it a strategic choice for maximizing reach and engagement.

Monetization model (Brief/Document)

- Google Ads

Using Google Ads is an effective choice for monetizing *Cucei Taco Tycoon* due to its seamless integration with the Android platform and its extensive reach across mobile devices. Google Ads allows for non-intrusive ad placements that don't disrupt gameplay, keeping players engaged while providing a steady revenue stream. Additionally, Google Ads offers tailored ad options that can enhance the user experience by showing relevant ads, which can be less disruptive and more appealing to players. This approach not only helps support the game's development and updates but also makes the game accessible without requiring upfront payment, broadening its reach to a larger audience.

Project Scope:

The project scope for *Cucei Taco Tycoon* is designed to be efficient and achievable within a limited timeframe and budget, ensuring a smooth development process with a focused team and accessible resources.

Game Time Scale:

The game is planned to be completed within a 4-5 month timeframe, making it a short-to-medium-term project. By using free or low-cost assets, the game's

budget remains manageable, allowing the team to prioritize gameplay quality without incurring high expenses. This approach helps keep development costs down while still delivering an engaging and polished game experience. The scope is carefully set to match the team's size and expertise, ensuring that each stage of development, from design to testing, stays on schedule.

Team Size:

The project will be managed by a small, dedicated team of 1-3 members, allowing for close collaboration and efficient communication. Each team member brings specialized skills, enabling a focused approach to different aspects of the game:

- **Carlos - Programming:** Carlos is responsible for the technical development, including coding gameplay mechanics, setting up the user interface, and ensuring all game elements run smoothly. His focus on programming ensures that each feature, from touch controls to inventory management, functions seamlessly and aligns with the game's design goals.
- **Ray - Art:** Ray handles all artistic elements, from creating character and environment designs to UI assets. By providing visually engaging graphics, Ray enhances the overall appeal of the game, ensuring the taco stand and gameplay elements are colorful, intuitive, and aligned with the game's cooking and realism themes.
- **Salvador - Story and Narrative:** Salvador crafts the storyline and narrative details, developing an immersive backstory and character journey that keeps players engaged. His work in defining the protagonist's goals, challenges, and growth helps add depth to the gameplay, making the player feel invested in building the best taco stand on campus.

Influences (Brief):

The design of *Cucei Taco Tycoon* draws inspiration from classic simulation and management games, which have informed its core mechanics, interface, and

progression structure. Each influence contributes unique ideas that enhance the game's appeal and strategic depth.

Influence #1 - Lemonade Tycoon Deluxe:

Lemonade Tycoon Deluxe served as a primary inspiration due to its straightforward yet immersive business simulation format. The game's mechanics for resource management, price setting, and balancing supply and demand offer an accessible yet strategic foundation. *Lemonade Tycoon* captures the thrill of managing a small business with limited resources, making it an ideal model for *Cucei Taco Tycoon*. This influence guided the development of inventory management, budgeting, and customer satisfaction elements, as well as the overall design philosophy of making the game easy to pick up but challenging to master.

Influence #2 - Nintendo Dual Screen (DS) Touch Gameplay:

The dual-screen functionality of the Nintendo DS inspired the design of the user interface in *Cucei Taco Tycoon*. On the DS, players can easily manage different gameplay elements on separate screens, making it ideal for games that require multitasking and strategic decision-making. When adapting the game for mobile platforms, this DS-inspired setup was reimagined as a single-screen touch interface where players can view and interact with all essential gameplay elements simultaneously. This influence led to a layout that is clear and accessible, with touch buttons and panels allowing for quick access to inventory, customer feedback, and other critical information, creating a seamless experience for the player.

Influence #3 - Roller Coaster Tycoon:

The progression and task-oriented mechanics of *Roller Coaster Tycoon* added valuable ideas to the design of *Cucei Taco Tycoon*. Known for its rewarding progression and goal-setting elements, *Roller Coaster Tycoon* provides players with objectives that drive engagement and satisfaction. Drawing from this, *Cucei Taco Tycoon* incorporates progression through missions and tasks, encouraging players to achieve milestones, complete objectives, and improve their taco stand. This influence helped shape a sense of accomplishment, rewarding players for their dedication and skill as they grow their business from a small taco stand to a respected venture on campus.

The elevator Pitch

Cucei Taco Tycoon is a game where you are a University student that escaped from his house and decided to become Taco-Seller inside his school, he starts with a very low budget but as you progress and earn money, you can upgrade and buy new features for your taco stand

Project Description (Brief):

Cucei Taco Tycoon is a business simulation game inspired by *Lemonade Tycoon Deluxe*. Players take on the role of a university student who starts a taco stand after leaving home, aiming to build a successful business. The game's user-friendly interface lets players easily manage resources, boosting both speed and strategy.

As players progress, they unlock upgrades and bonuses like extra tips, faster customer visits, and increased reputation. By completing missions, players expand their business reach and compete to become the top taco vendor on campus, gaining the respect and loyalty of their customers through strategic decisions and effective management.

Project Description (Detailed)

Cucei Taco Tycoon is a business simulation game made in Godot Engine inspired by *Lemonade Tycoon Deluxe*, where players take on the role of a university student who, after leaving home, starts a taco stand to make a living. With limited starting funds, players must make strategic choices in purchasing ingredients, planning recipes, and setting up their stand to cater to various customer preferences.

The goal is to maximize sales each day, which is timed, and earn points that reflect both customer satisfaction and financial gains. The game's straightforward interface makes it easy for players to track resources, adapt quickly to changing demands, and refine their strategy to improve efficiency and profitability over time.

As players advance, they unlock valuable upgrades and bonuses that boost their business, such as increased customer frequency, higher tips, and a growing reputation on campus. Completing unique missions helps players expand their taco-selling territory, access new levels, and compete to be the most popular taco vendor on campus.

Through strategic planning and effective decision-making, players experience the rewarding journey of building their own business from scratch.

What Sets This Project Apart:

Cucei Taco Tycoon stands out in the simulation genre by combining an engaging personal narrative, strategic gameplay, and thoughtfully designed visual and audio elements. Unlike other simulation games, this experience goes beyond mere business mechanics, inviting players to follow the journey of a university student who, seeking independence, launches a taco stand on campus. The game's unique blend of story-driven goals and dynamic business management challenges creates an immersive experience where players not only aim to succeed financially but also build a reputation and establish meaningful connections with their customers.

The design elements enhance this journey, with vibrant art that captures the lively atmosphere of a bustling campus, and intuitive touch-based controls that make managing the stand efficient and enjoyable. Coupled with strategic choices around resources, upgrades, and customer preferences, *Cucei Taco Tycoon* provides a well-rounded and memorable experience that keeps players engaged in both the gameplay and the protagonist's personal growth. This blend of story, style, and interactive depth gives the game a unique identity, setting it apart from other simulations.

User Interface (HUD):

The UI of *Cucei Taco Tycoon* is crafted for clarity and accessibility, allowing players to quickly navigate the game without confusion. Inspired by the dual-screen mechanics of Nintendo DS games, the HUD places every critical gameplay element within reach, giving players the ability to manage inventory, track customer satisfaction, and control daily operations all from one screen. This seamless, touch-based interface encourages rapid decision-making and

creates a level of immersion where players feel in control of their business, setting it apart from other mobile sims that often overcrowd the screen or rely on cumbersome menus. The game's HUD is both intuitive and stylish, reflecting the vibrant taco stand setting and guiding players through every task with ease.

Gameplay:

Cucei Taco Tycoon combines the best elements of business strategy with the fast-paced demands of customer service. Players are challenged not only to manage resources wisely but to adapt their business model to meet the specific tastes of each customer, balancing the quality, speed, and profitability of each sale. Unlike traditional business simulators, where progression can feel repetitive, Cucei Taco Tycoon introduces unique daily scenarios and customer preferences that make each day feel fresh and engaging. As players improve their recipes, unlock upgrades, and cater to diverse customer tastes, they are rewarded with bonuses and achievements that reflect real growth. This gameplay is more than just numbers and stats—it's a dynamic journey of skill, adaptation, and the excitement of running a taco stand from scratch.

Story and Mechanics:

What truly distinguishes Cucei Taco Tycoon is its heartfelt story and authentic character journey. Players step into the shoes of a university student who, after leaving home, decides to create their own path through entrepreneurship. This personal narrative adds depth to the experience, allowing players to root for the protagonist as they work hard to grow their business and earn the respect of the campus community. The game's mechanics reflect this journey, blending business management with real-life challenges and customer interactions. As players unlock new characters, upgrades, and story-driven goals, they witness their character's growth not only as a vendor but as a beloved member of the university. The game's story transforms it from a typical simulation to a meaningful experience where personal progress and community support are at the core.

Art:

The vibrant art style of Cucei Taco Tycoon is another standout feature, capturing the lively atmosphere of a bustling taco stand. The visuals are warm, inviting, and full of personality, making each ingredient, upgrade, and customer

interaction a joy to see. Each asset, from taco ingredients to unique customer avatars, is thoughtfully designed to reflect the cooking theme with playful yet realistic details. This attention to detail helps the game feel both visually appealing and immersive, distinguishing it from other mobile sims that often rely on generic or overly simplistic graphics. The art style brings charm to every aspect of gameplay, reinforcing the game's theme and making players feel like they're part of a living, breathing campus community.

Core Gameplay Mechanics (Detailed):

Cucei Taco Tycoon uses a set of dynamic mechanics to simulate the experience of building and managing a successful taco business. Each core mechanic is designed to create an engaging loop of decision-making, strategy, and reward, enhancing player immersion and providing a unique sense of accomplishment.

Money

Details:

Money is the fundamental resource in *Cucei Taco Tycoon*, acting as the primary tool players use to grow their business. Starting with a limited amount, players must make thoughtful decisions on how to spend and earn money efficiently. Money is essential for purchasing ingredients like tortillas, meat, and vegetables, as well as for unlocking upgrades, hiring helpful characters, and expanding their business capabilities.

How it Works:

Players earn money by selling tacos, and earnings are influenced by the quality and customization of each taco. For instance, selling tacos with extra meat or adding premium ingredients can increase revenue if it matches the preferences of certain customers. Players can experiment with ingredient quantities and pricing strategies to find the most profitable combinations, and bonuses are awarded for satisfying specific customer preferences. This mechanic

encourages a strategic approach, as players must balance cost, demand, and profit to maximize their earnings.

Day System

Details:

The game progresses in a day-by-day format, where each day represents a new sales opportunity. Players plan their ingredient purchases and prepare for the day's customer flow, aiming to maximize sales within a limited timeframe. At the end of each day, players earn points based on their performance, and these points contribute to their progress toward various milestones.

How it Works:

Players earn points for achieving targets such as the number of tacos sold, positive customer feedback, and efficient use of resources. Reaching certain sales goals or maintaining high customer satisfaction can earn extra points, creating milestones and achievements. Players can also earn weekly or monthly bonuses for consistently meeting targets, adding another layer of reward for effective management. This day-by-day structure keeps gameplay fresh and challenging, as players work to improve their stats over time and unlock new goals.

Upgrades and Characters

Details:

Upgrades and characters are powerful tools that players can unlock to improve their taco business. Characters provide unique abilities, while upgrades enhance various aspects of the gameplay, such as speeding up cooking times, increasing ingredient capacity, or attracting more customers.

How it Works:

Each character and upgrade offers specific bonuses that support growth and profitability. Characters might bring perks like drawing in more customers, increasing the tip percentage, or even allowing players to manage multiple orders simultaneously. Upgrades can improve the speed and efficiency of taco preparation, making it easier to meet customer demand during peak hours. By investing in upgrades and characters, players can scale their business, boosting

their potential for higher earnings and smoother gameplay. This mechanic adds depth and personalization, allowing players to tailor their business strategy to their playstyle.

Tasks and Levels

Details:

Tasks and levels provide structured goals that guide players through the game's progression. These objectives range from short-term tasks like selling a specific number of tacos in a day to long-term goals such as reaching a set customer satisfaction rate or obtaining a high weekly income.

How it Works:

Players unlock new levels and features by completing tasks and missions, each of which helps them build their business and reputation. Tasks vary from reaching a certain sales target to receiving good reviews, and each completed task brings rewards such as in-game currency, reputation points, or access to new features. Progression through levels not only unlocks new environments and customer types but also introduces more complex challenges, motivating players to refine their strategies. This mechanic transforms the gameplay into an ongoing journey of achievement and growth, encouraging players to explore new strategies and earn their way to becoming the ultimate taco vendor.

Story and Gameplay

Story (Brief)

You are a university student who has left home due to family issues and must find a way to move forward on your own by starting your own taco-selling business. Just as in real-life, you earn money to further enhance your taco selling experience and become the best known taco seller for CUCEI.

Story (Detailed)

You are a university student who decided to leave home because of family problems, as no one in your family wants you there. You choose to start your

own business to make it on your own. Your aspirations are to become a successful vendor, earn a lot of money, and sell the best tacos in town. You begin by selling tacos at your university. As the story progresses, people start to recognize and respect you, and you improve your marketing and advertising techniques. Eventually, everyone calls you their "brother" – you're like family to everyone, and most people prefer to eat at your stand.

Gameplay (Brief)

Gameplay (Detailed)

The gameplay of Cucei Taco Tycoon can be summarized as a taco-selling simulator where the player starts with a certain amount of money to invest wisely in their business to begin making a profit.

The gameplay consists of days. Before each day starts, the player can plan by buying the necessary ingredients to prepare tacos and deciding how many tortillas, how much meat, and the quantity of each ingredient will go into each taco. This will impact gameplay, as some customers won't like vegetables, and some will only enjoy certain types of meat. Once the purchases are made, the player can start the sales day, and customers will begin to arrive. The day has a time limit, and depending on performance, the player will earn more or less points.

As the player progresses, they will unlock new upgrades and characters who provide various bonuses, like customers arriving more frequently, tipping extra, earning more money per sale, or increasing their reputation as a taco vendor.

A key element is completing different missions or objectives, which will reward the player with new unlockables and allow them to advance, expand their reach, access new levels, and outperform competitors.

The user interface (HUD) is designed so that you can access and view all elements quickly and easily, with everything visible and clearly explained in the menus and panels. This way, you have everything on a single screen, allowing the player to quickly become familiar with the layout and understand how the game works and what needs to be done in just a few minutes.

The most important aspect of this game is progression—how the player progresses by achieving the necessary objectives to level up, how quickly they can manage the UI and menus, and ultimately, how effective they are at managing a business. These will all be points to review at the end of each day.

Assets Needed

- 2D

- Textures

- Taco Texture:



Ingredients

-Tortilla:



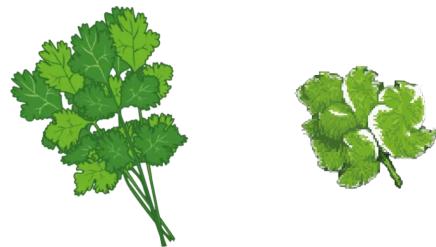
-Meat:



-Onions:



-Coriander:



-Buttons:



-Sauce:



-Arrows



-HUD:



-User Interface:



-Characters:



-Maps:





- Sound

- Sound List (Ambient)
 - Outside

PixelDreams.mp3: The first melody of the first level, is an electronic guitar with relaxing shoegaze pixel art sound-like.

- Sound List (Player)

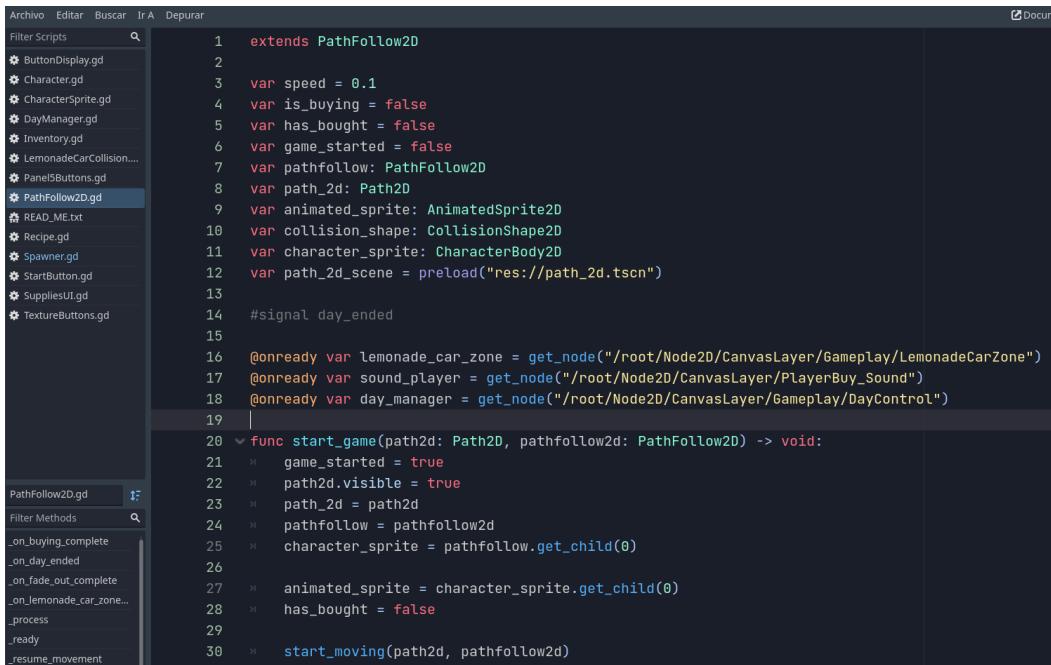
- Character Movement Sound List
 - Character Buy: Sound of a Cash Register Machine Ka-Ching.
 - etc.

- SoundEffects

- ButtonPressSound
- PlayerBuy
- Plus Button
- Minus Button

- Code

<div style="border: 1px solid #ccc; padding: 5px;"> Spawner.gd <hr/> <p>Attributes</p> <pre>+ spawn_interval: float + move_probability: float - start_button: TextureButton + character_scene: float + spawn_timer: Timer + offset: int</pre> <p>Methods</p> <pre>+ _ready(): void + start_spawning(): void + _spawn_character(): void</pre> </div>	<div style="border: 1px solid #ccc; padding: 5px;"> SuppliesUI.gd <hr/> <p>Attributes</p> <p>Methods</p> <pre>+ actualizar_labels(): void + actualizar_label_tortillas(): void + actualizar_label_carne(): void + actualizar_label_verdura(): void + actualizar_label_cebollas(): void + actualizar_label_salsa(): void + actualizar_inventario_total(): void + actualizar_buy_cost(): void + actualizar_labels_dinero(): void + resetear_labels_recursos(): void</pre> </div>	<div style="border: 1px solid #ccc; padding: 5px;"> LemonadeCarCollision.gd <hr/> <p>Attributes</p> <p>Methods</p> <pre>+ _ready(): void</pre> </div>	<div style="border: 1px solid #ccc; padding: 5px;"> ButtonDisplay.gd <hr/> <p>Attributes</p> <pre>+ message_panels : Node2D: Panel</pre> <p>Operations</p> <pre>+ _ready(): void + _on_button_pressed(int) : void + show_panel(Control, Label, String) : void + _hide_all_panels() : void + _on_button1,2,3,4,5,6_pressed() : void + verify_sound() : void</pre> </div>
<div style="border: 1px solid #ccc; padding: 5px;"> PathFollow2D.gd <hr/> <p>Attributes</p> <pre>+ speed: float + isBuying: bool + hasBought: bool + gameStarted: bool + pathFollow: PathFollow2D + path2D: Path2D + animatedSprite: AnimatedSprite2D + collisionShape: CollisionShape2D + characterSprite: CharacterBody2D</pre> <p>Methods</p> <pre>+ startGame(Path2D, PathFollow2D): void + startMoving(Path2D, PathFollow2D): void + stopMoving(): void + _ready(): void + _process(float): void + _fadeOutAnim(): void + _onFadeOutComplete(): void + _onLemonadeCarZoneBodyEntered(body): void + buyingAnim(): void + _onBuyingComplete(): void + _resumeMovement(): void + verifySound(): void</pre> </div>	<div style="border: 1px solid #ccc; padding: 5px;"> Inventory.gd <hr/> <p>Attributes</p> <pre>+ tortillas,carne,cebolla,verdura,salsa_total : int + var tortillas_normal,medium,large : int + var carne_normal,medium,large : int + var cebollas_normal,medium,large : int + var verdura_normal,medium,large : int + var salsa_normal,medium,large : int</pre> <p>Methods</p> <pre>+ costoTaco : int + buyCost : float + playerMoney : int</pre> </div>	<div style="border: 1px solid #ccc; padding: 5px;"> StartButton.gd <hr/> <p>Attributes</p> <p>Methods</p> <pre>+ _ready(): void + _process(): void</pre> </div>	<div style="border: 1px solid #ccc; padding: 5px;"> TextureButtons.gd <hr/> <p>Attributes</p> <pre>+ tortillas_small,medium,large : int + carne_small,medium,large : int + verdura_small,medium,large : int + cebollas_small,medium,large : int + salsa_small,medium,large : int + MEDIO_KILO : const + DineroInicial : const</pre> <p>Operations</p> <pre>+ ComprarTortillas,Medium,LargeButton_pressed(): void + ComprarCarne,Medium,LargeButton_pressed(): void + ComprarCebollas,Medium,LargeButton_pressed(): void + ComprarVerdura,Medium,LargeButton_pressed(): void + ComprarSalsa,Medium,LargeButton_pressed(): void + RestartTortillas,Medium,LargeButton_pressed(): void + RestartCarne,Medium,LargeButton_pressed(): void + RestartCebollas,Medium,LargeButton_pressed(): void + RestartVerdura,Medium,LargeButton_pressed(): void + RestartSalsa,Medium,LargeButton_pressed(): void + _onBuyButtonPressed(): void + _onSellButtonPressed(): void + verifySound(): void</pre> </div>



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Archivo Editar Buscar Ir A Depurar
Filter Scripts Q
ButtonDisplay.gd
Character.gd
CharacterSprite.gd
DayManager.gd
Inventory.gd
LemonadeCarCollision...
Panel5Buttons.gd
PathFollow2D.gd
READ_ME.txt
Recipe.gd
Spawner.gd
StartButton.gd
SuppliesUI.gd
TextureButtons.gd

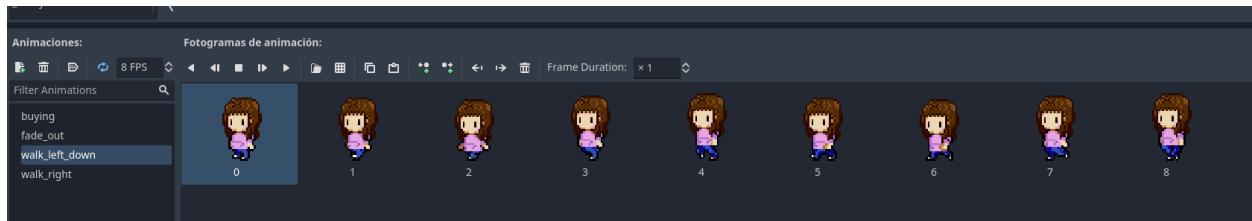
PathFollow2D.gd F
Filter Methods Q
.on_buying_complete
.on_day_ended
.on_fade_out_complete
.on_lemonade_car_zone...
_process
_ready
_resume_movement

1  extends PathFollow2D
2
3  var speed = 0.1
4  var isBuying = false
5  var hasBought = false
6  var gameStarted = false
7  var pathFollow: PathFollow2D
8  var path2D: Path2D
9  var animatedSprite: AnimatedSprite2D
10 var collisionShape: CollisionShape2D
11 var characterSprite: CharacterBody2D
12 var path2DScene = preload("res://path_2d.tscn")
13
14 #signal day_ended
15
16 @onready var lemonadeCarZone = get_node("/root/Node2D/CanvasLayer/Gameplay/LemonadeCarZone")
17 @onready var soundPlayer = get_node("/root/Node2D/CanvasLayer/PlayerBuy_Sound")
18 @onready var dayManager = get_node("/root/Node2D/CanvasLayer/Gameplay/DayControl")
19 |
20 func startGame(path2D: Path2D, pathFollow2D: PathFollow2D) -> void:
21     gameStarted = true
22     path2D.visible = true
23     path2D = path2D
24     pathFollow = pathFollow2D
25     characterSprite = pathFollow.get_child(0)
26
27     animatedSprite = characterSprite.get_child(0)
28     hasBought = false
29
30     startMoving(path2D, pathFollow2D)

```

- Animation

The animations are done by taking a Sprite Sheet of a Character and using the AnimatedSprite2D Node on Godot Engine, and taking all the sprites together to perform the animation.



Schedule

- Completion of HUD Panels and Mechanics.

- Time Scale

- Start of November 2024

- Improvement of Character Movement

- Time Scale

- Middle November

- Implementation of New Level/Stages

- Time Scale
- End Of November

- Testing of Final Version

- Time Scale
- December