

Notes

Story

Timeline/World: Middle of california (off I-5, in 1986)

Oscer: Owner of the gas station

- Names gas station 'joe's' : "hey man, joe is relatable, a regular salt of the earth man. Oscar? That guys a fucking rascal.
- Dark past, used to work for mob on the east coast and made a new life for himself in central california
- Comes from italian line of mobsters
- Helps bury bodies when rod accidentally kills someone

Rod: 18 y/o that works at the gas station. First job out of high school. Grew up in the city, but is new to the desert town

- Mom and dad move to middle of california for oil rig related work (????)

Bear: the dog of the gas station

Fox: a wild fox that befriends rod and bear

White lady: lady that frequents the gas station

Alien: frequents gas station under the table and can befriend rod and bear. The alien wears a mustache and glasses, and comes in routinely for beer and cigarettes.

Jerry Seinfeld Inventory / Trucker guy:

- Stops by periodically to refresh stock of items
- Always has terrible, quirky jokes
- Urinal cake joke?
- Occasionally has quests for you (TBD)
- Eventually, on his last delivery, jerry has an unsustainable amount of jokes for you. Eventually you tell him no more, and he freaks out. Depending on how early you opt out, the freak out scales.

Items and technology:

- Pagers
- Cassette / headphones for jerry seinfeld

Gameplay

- Money / inventory system
- Barter system
- Combat system with guns / melee

End game?

- Oscar dies from a coke binge and gives the gas station to rod in his will?

Progression?

Beginning of game / tutorial:

- Get gameplay mechanics down
 - Cleaning / gas station maintenance tasks ?
 - Answer the phone example?
 - Handling the register example from oscar
 - Introduces bear and bear's mechanics
 - Gun play example (maybe introduce later into the game? After first robbery)?