**Cargo Delivery Adventure**

**Zeynep Sertel-201811052**

**Genre:** Delivery/Driving

**Theme:** The player takes on the role of a cargo vehicle driver in a vibrant neighborhood, delivering packages to customers. The game combines elements of skillful driving, coordination and role playing.

**Game Overview:**

* The game is set in a lively neighborhood filled with streets, houses, and various obstacles.
* Players control a cargo vehicle and have the objective of delivering packages to customers.
* When picked up a package, the vehicle's color changes and when delivery happened vehicle’s color get back.

**Core Mechanics**

1. **Driving and Navigation:**

* Players control the cargo vehicle using keyboard to navigate through the neighborhood's streets.
* The vehicle can move in all directions, accelerating and decelerating to adjust speed.

**2.Package Pick-up and Delivery:**

* Packages are scattered throughout the neighborhood, and players must locate and pick them up by driving near them.
* Once a package is picked up, the cargo vehicle's color changes, providing visual feedback.
* Successful delivery involves reaching the customer's house and dropping off the package.

**3.Obstacles and Challenges:**

* Various obstacles and challenges are present on the streets, including traffic, roadblocks, pedestrians, and other vehicles.
* Colliding with obstacles can result in a speed decrease, penalties, or even package damage, affecting the player's score.
* Players must find alternative routes or plan their path strategically to avoid obstacles and optimize delivery routes.

**Results of Playtesting Session:**

**Question:** How engaging and challenging is the gameplay?

**Playtesting Plan:** Gather a group of friends to playtest the game prototype, observing their actions and collecting feedback.

**Playtesting Summary:**

* Players found the gameplay engaging due to the combination of driving, package collection.
* The color-changing feature was well-received as it added a visual aspect to the gameplay and helped in identifying the package.
* Participants noted that the challenges posed by obstacles required careful planning and quick decision-making.

**Playtesting Analysis:**

* The playtesting session confirmed that the gameplay mechanics were engaging and offered an appropriate level of challenge.
* Participants enjoyed the strategic elements of planning routes and avoiding obstacles.
* Feedback suggested that including additional levels or increasing the complexity of obstacles could further enhance the game's replicability.
* Recommendations include refining vehicle controls based on player feedback, implementing a scoring system, and adding visual and audio feedback for successful deliveries.

Overall, the playtesting session indicated that the game has a strong foundation and potential for further development, building upon the core mechanics and addressing player feedback to create a more polished and engaging cargo delivery experience.