

Mission System Rev 1

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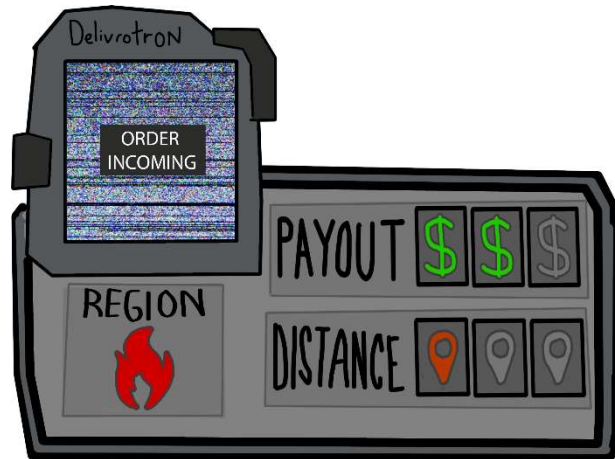
On Receiving Order Request

The player will be alerted to a delivery; the **Communication HUD Element (1)** will slide into view from the left side of the screen. This element will display the request and preliminary delivery information.

Payout information is displayed using 3 icons, giving the player a rough understanding as to what money they will expect.

Distance information is displayed using 3 icons, giving the player a rough understanding of the length of the trip.

A **region icon** will display relative to the region the **pickup location** belongs to.



1 - Communication HUD Element - Displaying Order Request



2 - Button Icon

The player will be prompted to accept the delivery with a small **Flashing Button Icon (2)** near the center of the screen, to the left of the characters head. If the player **does not accept** within **5 seconds**, the delivery will be rejected and the **Communication HUD Element (1)** will slide off the screen to the left and the **Flashing Button Icon (2)** will stop displaying.

These alerts will happen frequently when the player is not currently in an **active delivery**.

After the first **Region 2** delivery, the player will now occasionally receive another delivery notice during an active **single delivery**, allowing them to make double deliveries.

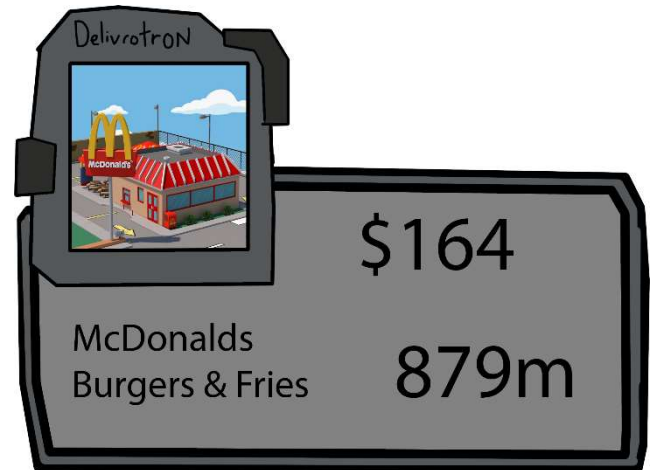
After the first **Region 3** delivery, the player will occasionally receive an additional delivery notice during an active **single** or **double delivery**, allowing them to make triple deliveries.

On Accepting an Order

Upon accepting, the player will now be **in an active delivery**.

When the player accepts a delivery, the **Communication HUD element (3)** will be replaced by a new element displaying an **image of the pickup location**, the **name of the pickup location**, the **point value (\$)** of the delivery, and direct **distance between the player and the pickup location**.

The **Communication HUD Element (3)** will remain on the screen for **5 seconds** and then slide off the screen to the left.



3 - Communication Hud Element - Displaying Pickup Location



4 - Delivery Timer, Compass, Pip

A **pip representing the pickup location (4, green circle)** will display on the **Compass (4, big circle)** and will remain until the **delivery item** has been picked up or player is otherwise not in an **active delivery**.

Time will be added to the **Delivery Timer (4, upper rectangle)** above the **Compass**.

The value of the time given will be calculated based off the initial distance (within a range of \$50-\$200(for example, 250m or less = \$50, 1.5km or more = \$200)). **This can be hardcoded for alpha.**

Green text (4, top) will float in above the timer indicating what time was added.

The time in the timer will immediately begin counting down.

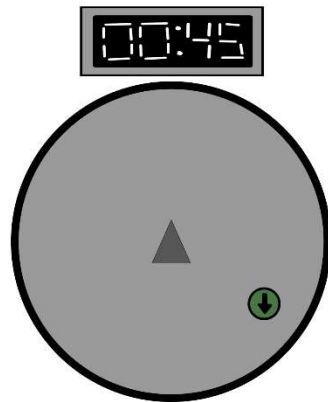
On Package Pickup

When the player picks up the delivery item, **Communication HUD Element (5)** will slide into view from left side of screen. The element will display an **image of the dropoff location**, the **name of the dropoff location**, the **point value of the delivery**, and **direct distance between the player and the dropoff location**.

The **communication HUD element** will remain on the screen for **5 seconds** and then slide off the screen to the left.



5 - Communication Hud Element – Displaying Dropoff Information



6 - Delivery Timer, Compass, Pip

The **pickup location pip** will **disappear** and a **pip representing the dropoff location (6, green circle)** will display on the **Compass (6, big circle)** and will remain until the item has been dropped off or player is otherwise not in an **active delivery**.

Additional time will be added to the **Delivery Timer (6, upper rectangle)**, **Green text (6, top)** will float in over the timer indicating additional time was added.

The value of this additional time will be calculated by dividing the remaining time in half ((additional time) = (remaining time)/2). **This can be hardcoded for alpha.**

On Package Dropoff

When the player successfully drops off the delivery item, the **Communication HUD Element (7)**

will slide into view from left side of screen. The element will display an **image of happy B451L** and a **confirmation message** from **B451L** on the delivery completion.

The **Communication HUD Element** will remain on the screen for **5 seconds** and then slide off the screen to the left.



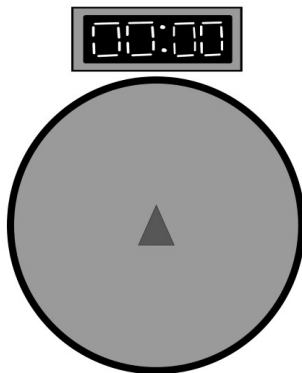
7 - Communication HUD Element - Completion Confirmation

The **Points value (\$)** of the delivery will be deposited into the **Score Counter (8, green numbers)** on the top right of the screen.

The **Score Counter (8)** will be persistently displayed on the top right corner and update when deliveries are completed or failed.



8 - Score Counter



9 - Delivery Timer, Compass, All Pips Removed

The dropoff location on the compass will disappear upon completion. If there are no

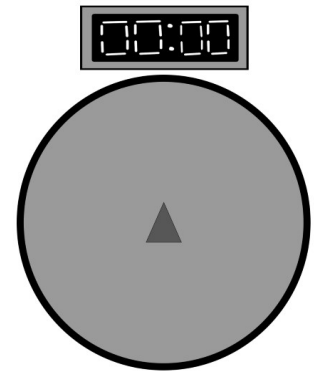
more active deliveries, the **Delivery Timer (9, above compass)** will reset to **00:00**. If there is another active delivery, the **Delivery Timer (9, above compass)** will continue counting down.

On Delivery Failure

If the **Delivery Timer (10, above compass)** reaches **0** during while the player is in an **active delivery**, the player has **failed all active deliveries**.

All **Pickup Pips** and **Delivery Pips** will be removed from the compass.

The player will **no longer be in an active delivery**.



10 - Delivery Timer, Compass

The **Communication HUD Element (11)** will slide into view from the left of the screen. The element will display angry **B451L** (image) and a failure message from **B451L**.

The **Communication HUD Element (11)** will remain on the screen for **5 seconds** and then slide off the screen to the left.



11 - Communication HUD Element - Delivery Failed Notification



12 - Score Counter

All **delivery packages carried by the player disappear** and the player's total score on their **Score Counter (12)** is reduced by **1/4**.

Powerup Alert

After the player has completed a set number of deliveries, the **Communication HUD Element (13)** will slide into view from left side of screen. The element will display an image of happy **B451L** and a message from **B451L** alerting them to the delivered package.

The **Communication HUD Element (13)** will remain on the screen for 5 seconds and then slide off the screen to the left.



13- Communication HUD Element – Powerup Alert

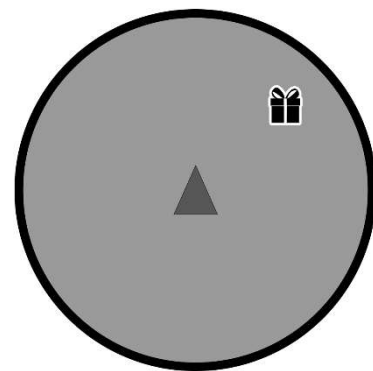
The previous Powerup Alert **Communication Hud Element (13)** will slide into view from the left side of the screen as a reminder, it will **instantiate every 30 seconds** that the player hasn't picked up the powerup and remain on screen for **5 seconds** and then slide off the screen to the left.



14 - Communication HUD Element – Powerup Alert

A new **Communication HUD Element (14)** will slide in from the left displaying **an image of the powerup location, an icon of the region it is located, the name of the powerup, and direct distance between the player and the powerup location**. This will remain on the screen for 5 seconds and then slide off the screen to the left.

The **Compass (15)** will be updated with an **icon representing the powerup item (15)**. This will remain persistent on the screen until the player has picked up the power.



15 – Compass, Powerup Location Icon

World Timer/End Game

A **World Timer (16)**, located at the top left corner of the screen starts at the beginning of the game and counts down from **10:00 minutes**.



16 – World Timer, (portion of screen, not to scale)

When the **World Timer (16)** reaches **01:00**, A **Communication HUD Element (17)** will slide into view from

the left of the screen. The element will display an image of anxious **B451L** and a warning message.



The **Communication HUD Element (17)** will remain on the screen for **5 seconds** and then slide off the screen to the left.

When the **World Timer (16)** reaches **00:00**, the **game is over**.

A black screen fades in with the player's total score and a button to play again.

SHIFT OVER
TOTAL EARNINGS:
\$1337