Intergalactic Instacart

Glacius Deliveron 6

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Story

Intergalactic Instacart is set in a far-flung Sci-fi future, where robots have taken over and colonized the many planets within and beyond the solar system. The player's character is a young and naïve human who is an independent courier contracted by the titular Instacart, a soulless corporate contract delivery service that operates on the margins of the Robot-dominated universe.

Couriers for Instacart are dropped off by a run-down rideshare spaceship onto one of the Robot's many colonial planets, tasked with delivering items to robot customers and engaging with alien enemies and haywire robots in order to complete their delivery docket.

After receiving a delivery, players can choose to deliver it to the customer to earn money or deliver it to a hacker to pay for decryption and obtain permanent combat skill upgrades or platforming skill upgrades.

Environment:

Ice Planet - Glacius Deliveron 6

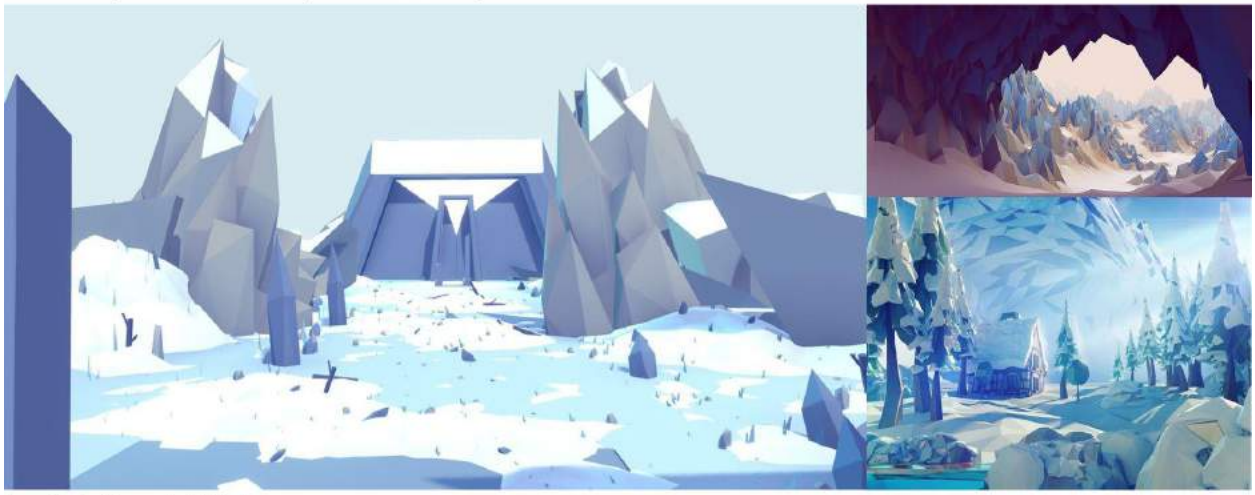
Asha, a space courier, found herself stranded on the icy planet Glacius Deliveron 6. She had been sent there on a mission to deliver a package, but her ship had malfunctioned and crash-landed. Now, Asha must earn 1000 local currency before the end of the day to pay for repairs or risk being kicked off the planet.

To achieve her goal, Asha must navigate the treacherous terrain and complete various delivery tasks. However, she quickly realizes that the planet is filled with dangers, including hostile creatures and harsh weather conditions. To increase her chances of success, Asha teams up with a skilled hacker who can help her acquire useful upgrades.

Reference

Environment

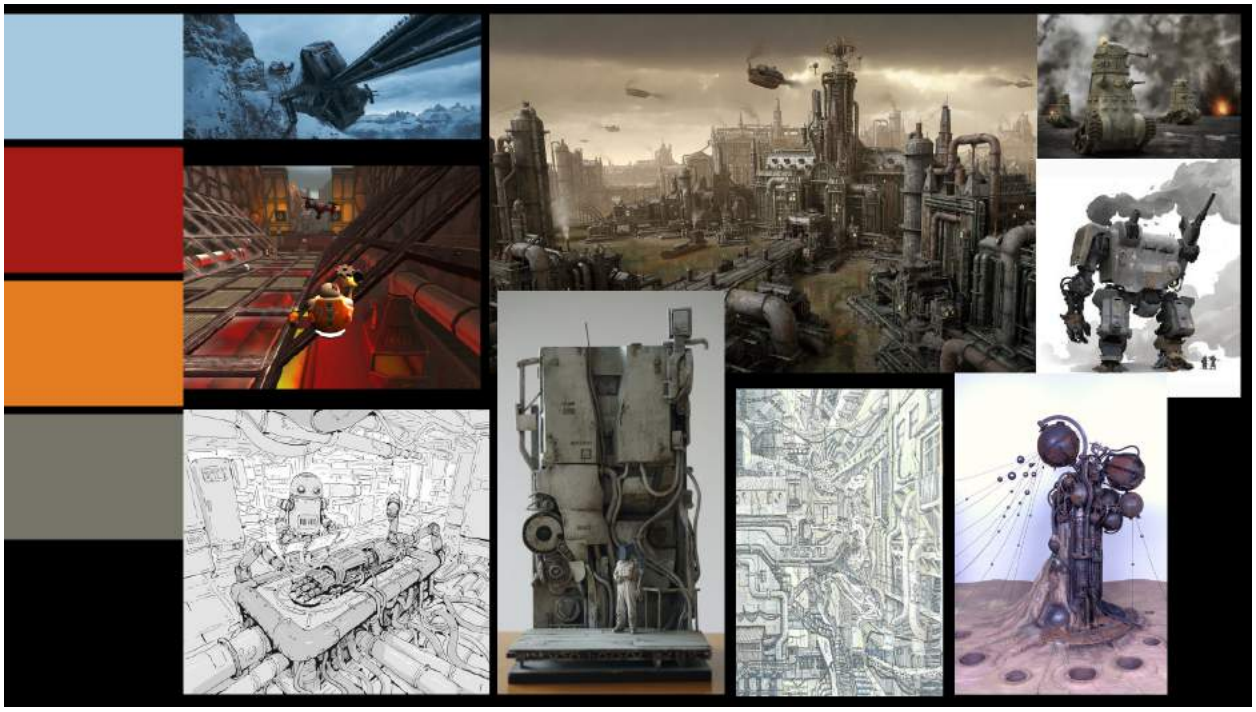
Color Template for Basic Props and Detail Props



Low Poly Game Art Style

Hero Props

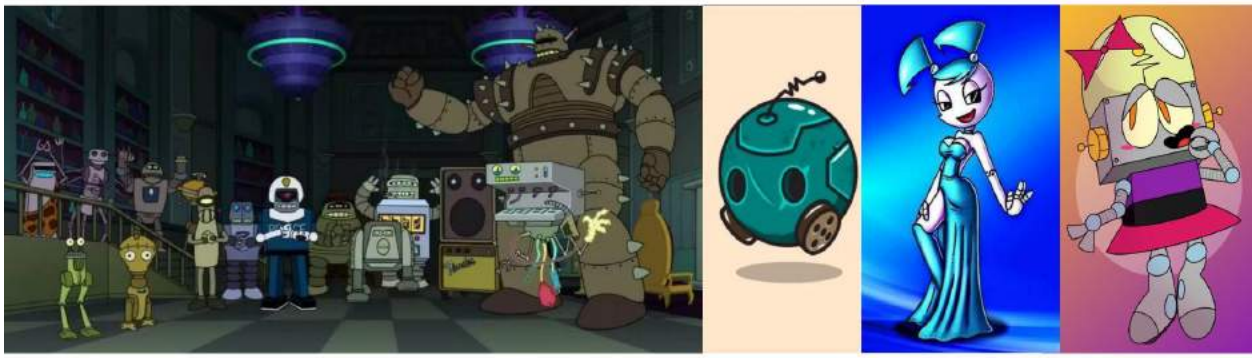
Setting



Characters

Color Template of the Main Character

Main Character

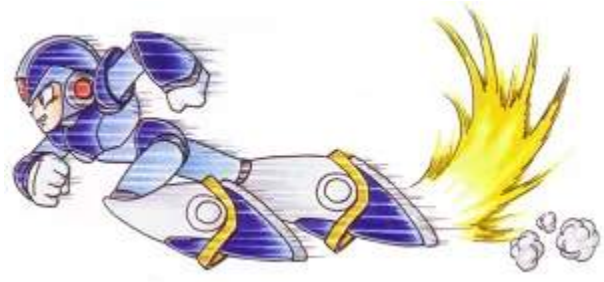


Retro-futuristic style npc

Tank Enemy-Yetifoot | Melee Charger-Boltcaster | Ranged Enemy-Scorpion Stinger | Stealth Enemy-Wormouth

Enemies

Features



Dash

Double Jump

Ground Punch

Program

Starting Point:

- Spawn

End Point

- Customer
  Requirement: Deliver the package to the terminal
  Reward: Currency

- Hacker
  Requirement: Currency
  Reward: Permanent combat & platforming upgrades.

Enemies

Reward:

Temporary speed boosters.

- Melee
- Range
- Tank
  Block the shortcut

Checkpoints

- Save the progress of the game, respawn area at key areas to avoid friction

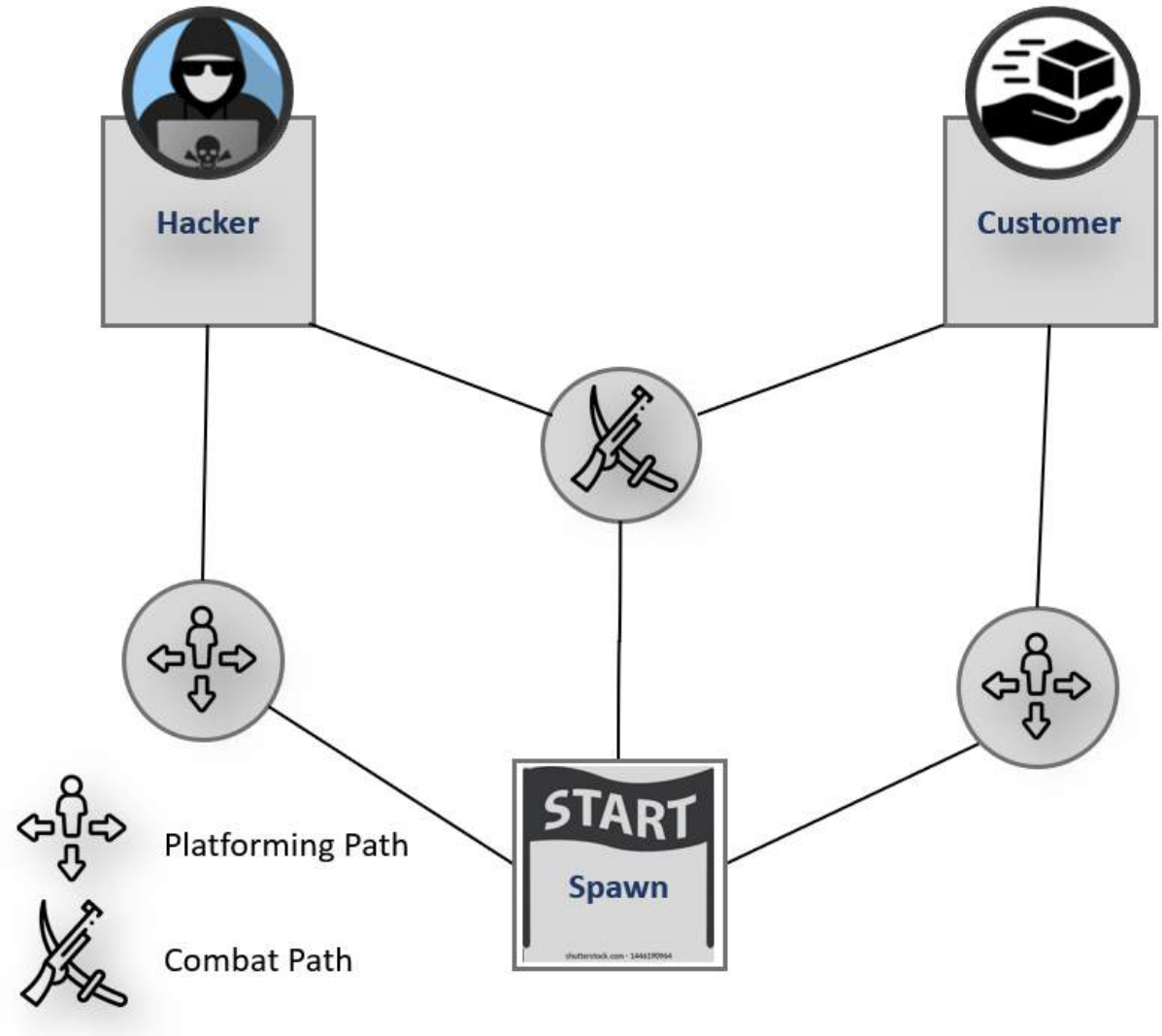
Shortcuts

Requirement: Platforming upgrades or defeat the Tank enemy

Reward: Saving time through creative locomotion

Diagrams

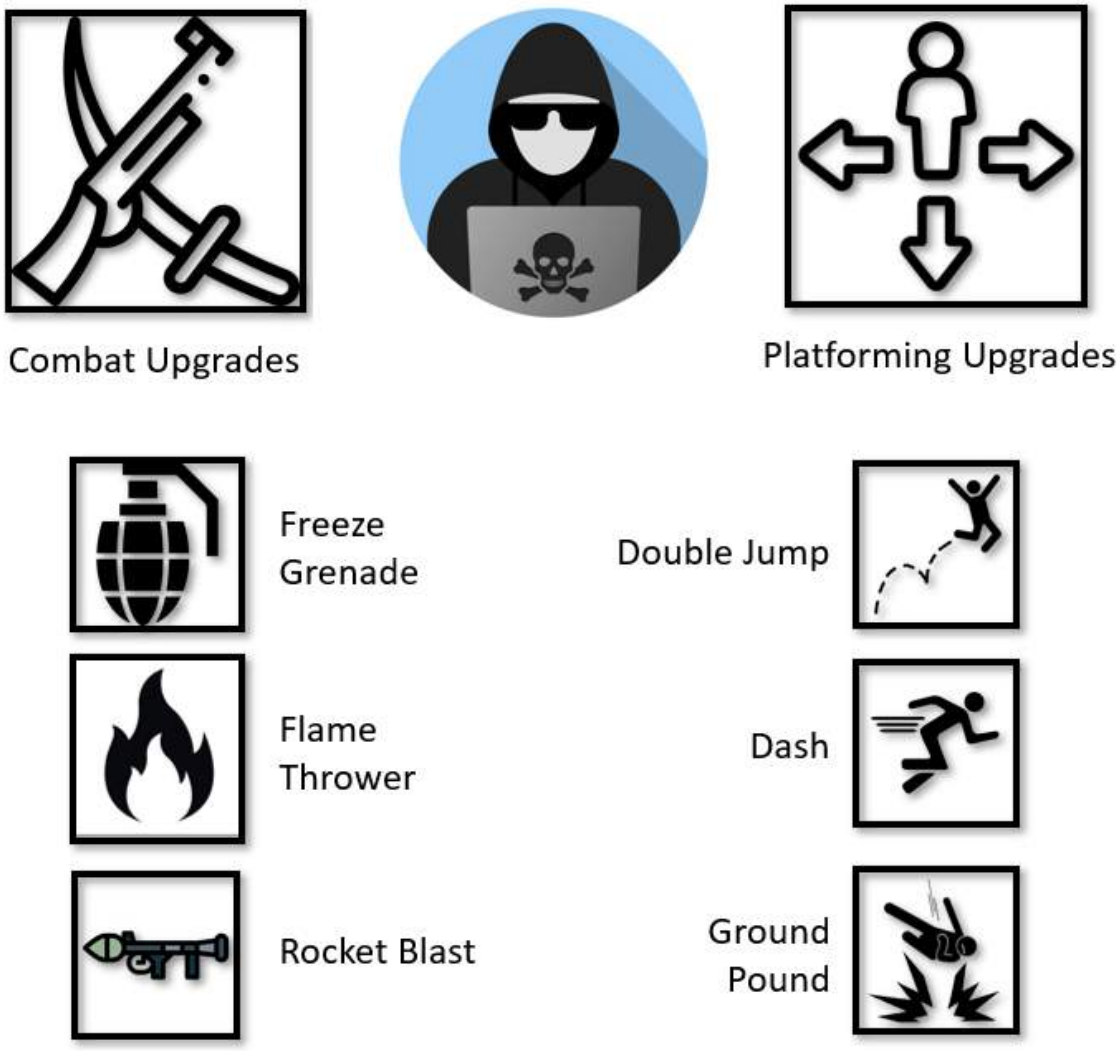
Flow Diagram - Options as presented to player



The basic flow of gameplay starts with the player at the spawn point, and are presented with multiple routes and to either the Hacker or the Customer (with the hacker being locked off for the first round).

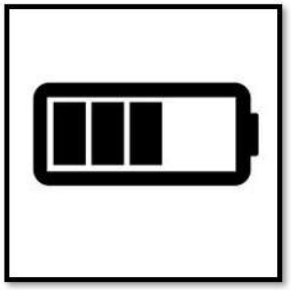
Upgrade Selections

1.1 Upgrade Choices



When the player visits the Hacker, they can trade the credits they earn from successful deliveries to upgrade themselves. They are presented one choice for both **Combat** and **Platforming** upgrades, from a pool of 3 chosen randomly. They may return to the Hacker once they finish another delivery and choose again, with the power they had previously installed having been removed from its respective selection pool.

1.1.0 Speed Boost Drop - Battery



Description:
Batteries dropped by defeated enemies, can be retrofitted to Asha's augmentations to temporarily upgrader her leg boosters.
Functionality:
Enemies drop these at their feet upon death.
These items are consumed immediately when walked over, a temporary speed increase (3 seconds) is granted to the player. The player can chain multiple boosts together, resetting the counter, by keeping a steady stream of combat and collecting. The boost will be interrupted if the player is hit by an attack.

1.1.1 Hacker Upgrade - Combat - Ice Grenade

Description:
Enemies are slowed down or frozen in place

Functionality:
Can be used to reduce enemy speed and aids in the strategic positioning of enemies for powerup consumption.

1.1.2 Hacker Upgrade - Combat - FlameThrower

Description:
Immerse enemies in flames

Functionality:
Enemies take continuous damage and are likely to run away when lit, can be used to divert difficult enemies

1.1.3 Hacker Upgrade - Combat - Rocket Launcher

Description:
Explosive Area-of-Effect projectile that applies force for pushing/knockback enemies/play

Functionality:
Mid-High splash damage (reduced damage for player), can be used at one's feet as an additional boost.

1.2.1 Hacker Upgrade - Movement - Double-Jump

Description:
Jet propulsion allows an additional jump in the air to reach higher or further distances
Functionality:
Primarily: Access to sidelines/alternate paths
Incidental: Engage enemies differently

1.2.2 Hacker Upgrade - Movement - Dash

Description:
Backpack augmentation allows for a quick dash over a small distance.

Functionality:
Clearing gaps horizontally, speed boosts, melee/projectile dodging

1.2.2 Hacker Upgrade - Movement - Ground-Pound

Description:
Gravitational Hastener allows for quick vertical charge downward

Functionality:
Primarily: Allows for positioning and aids in air-control
Secondary: Alternative melee attack

Player

Asha

Asha is a blue collar courier for **Intergalactic Instacart**, an AI-operated delivery service that provides item transport for AI-colonized planets in the Deliveron System. he grew up in a society that values efficiency and hard work, and where humans are trained to work minimum wage jobs. Based on their performance during their schooling, they are accepted into different companies, with the most competitive companies offering the highest benefits, pay, and living arrangements. Our protagonist is accepted into Instacart, one of the top companies in the galaxy.

At the beginning of the game, she is excited and passionate about her new job, as she has worked her whole life to earn this position. However, as she progresses in the game, she begins to discover that her dream job is not what she had envisioned. She meets new characters, visits new planets, and learns about her history, which challenges her way of thinking and view of the world. As a result, she starts to shift from a character that is obedient to a more rebellious one.

Itinerary Service Kit

The **Itinerary Service Kit (ISK)** is a crucial tool for the player, serving as a conduit for various forms of information. Not only does it serve as a direct line to **B4S1L**, Asha's AI Supervisor, but as a way to receive and confirm orders, and as a clandestine communication with **The Hacker**. Through this device, the player will be provided helpful tips and explanations of game mechanics, supplementing the level design in tutorialising the game. Additionally, this device will provide guidance through the level and feedback for the player's progress via messages from **B4S1L** or **The Hacker**. Overall, the device serves as an essential aspect in the game's loop, providing a means of immersive guidance during Asha's quest on **Glacius Deliveron 6**.

Spawn Area

The player will enter and exit the delivery area via a hover shuttle bus, which will drop them off and pick them up. However, once they arrive at the delivery area, they will not have any other means of transportation. They will have to complete their delivery missions on foot due to the treacherous terrain.

NPCs

B4S1L

B4S1L is the highly advanced AI supervisor for managing **Asha**'s assignments and tracking her progress. He is always looking for ways to optimize the value of his human workers while providing as little qualitative support as possible. **B4S1L** will provide guidance, tutorial information, and feedback to **Asha** via her **ISK** device. He will chide or congratulate Asha depending on the quality of her performance, as well as award Asha currency for her work.

The Hacker

The hacker is a mysterious character that hacks **Asha**'s **ISK** signal at the beginning of the second delivery. The hacker invites the player their makeshift ta to crack the high-tech packages that Asha is delivering and takes a cut of the profits. The hacker provides **Combat Upgrades** and **Platforming Upgrades** in return for currency.

Customers

The Customers are Robot AI that operate inside the ice planet, they receive their orders from a pneumatic-tube-like wall apparatus that is connected to structures on the surface of the planet. Asha has never seen a Customer with her own eyes, as her only interaction with them is the confirmation she received from B4S1L after plugging the delivery pack into the socket.

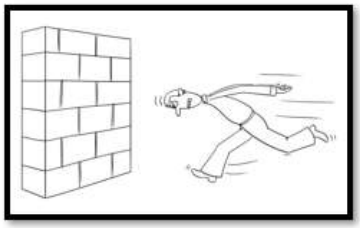
Enemies

Melee Charger - “Boltcaster”

Class	Melee
Role	Forces Player Engagement
Characteristics	Tries to close distance to player
HP	Low
Damage Output	Low
Attack Type(s)	Melee
Dimensions	1x1.5
Mobility	Mid

Waddles like Penguin
AGGRESSIVE WADDLING

CHARGES at player for melee



Commits to charge line until charge terminates

Melee Tank - “Yetifoot”

Class	Melee
Role	Barrier/Area Denial
Characteristics	Territorial, Physically blocks player until defeated
HP	High
Damage Output	High
Attack Type(s)	Melee
Dimensions	3x3
Mobility	Low (Slow)

Guards key Areas to shape pathing

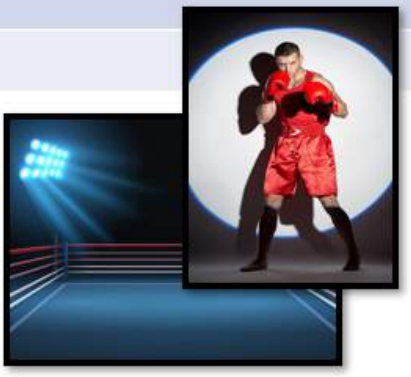
Remains in place

Melee Fighter - “Frostbite”

Class	Melee
Role	Area Control
Characteristics	Territorial, dominates key areas in path
HP	Mid
Damage Output	Mid
Attack Type(s)	Melee/Limited Range
Dimensions	1x2
Mobility	Mid

Extended (however limited) melee attack

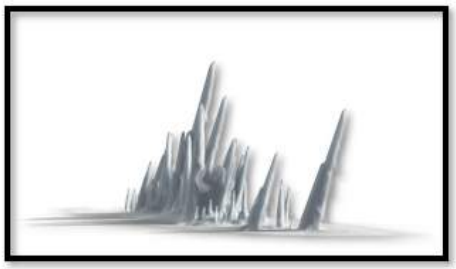
Chases down player upon engagement



Engages player within defined area

Ranged - “Scorpion Stinger”

Class	Ranged
Role	Forces player movement
Characteristics	Tries to keep a certain distance away from player and shoots projectiles at player
HP	Low
Damage Output	Low
Attack Type(s)	Ranged – Projectile that leaves small damaging floor effect
Dimensions	1x0.5
Mobility	high



Leaves damaging spikes behind, influencing player mobility

Stealth - “Wormouth”

Class	Stealth
Role	Pressure
Characteristics	Territorial, environmental, appears and disappears
HP	Mid/High
Damage Output	Mid/High
Attack Type(s)	Melee
Dimensions	2x2
Mobility	Mid

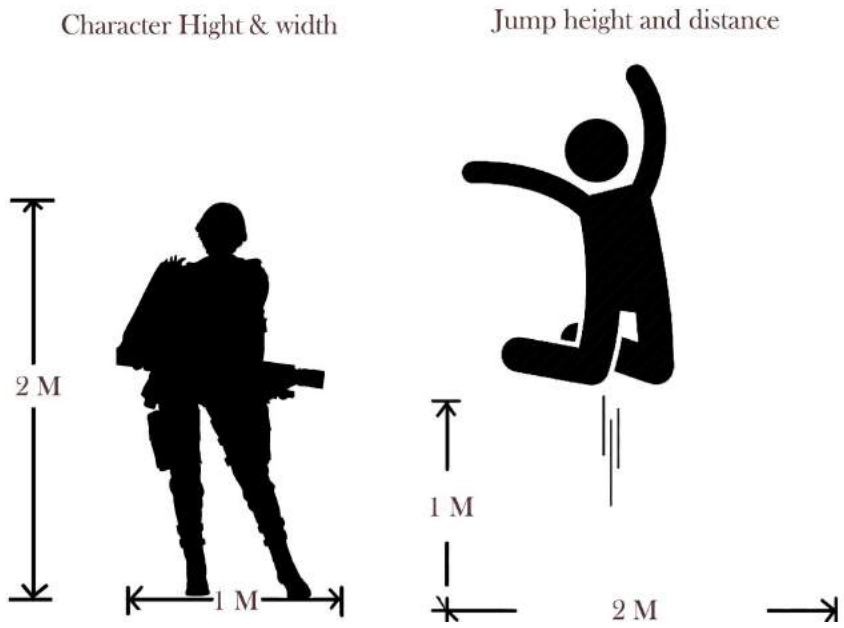
Emerges from ground to attack

Leaves behind environmental damage

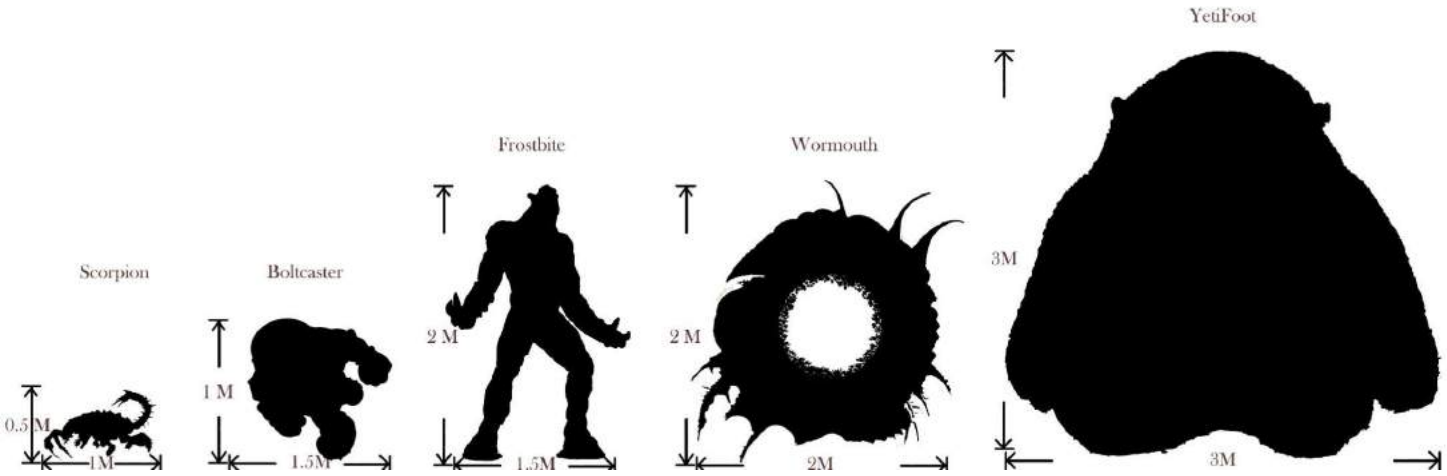
Periodically appears to indicate or hint at an upcoming attack

Metrics

- **Character**



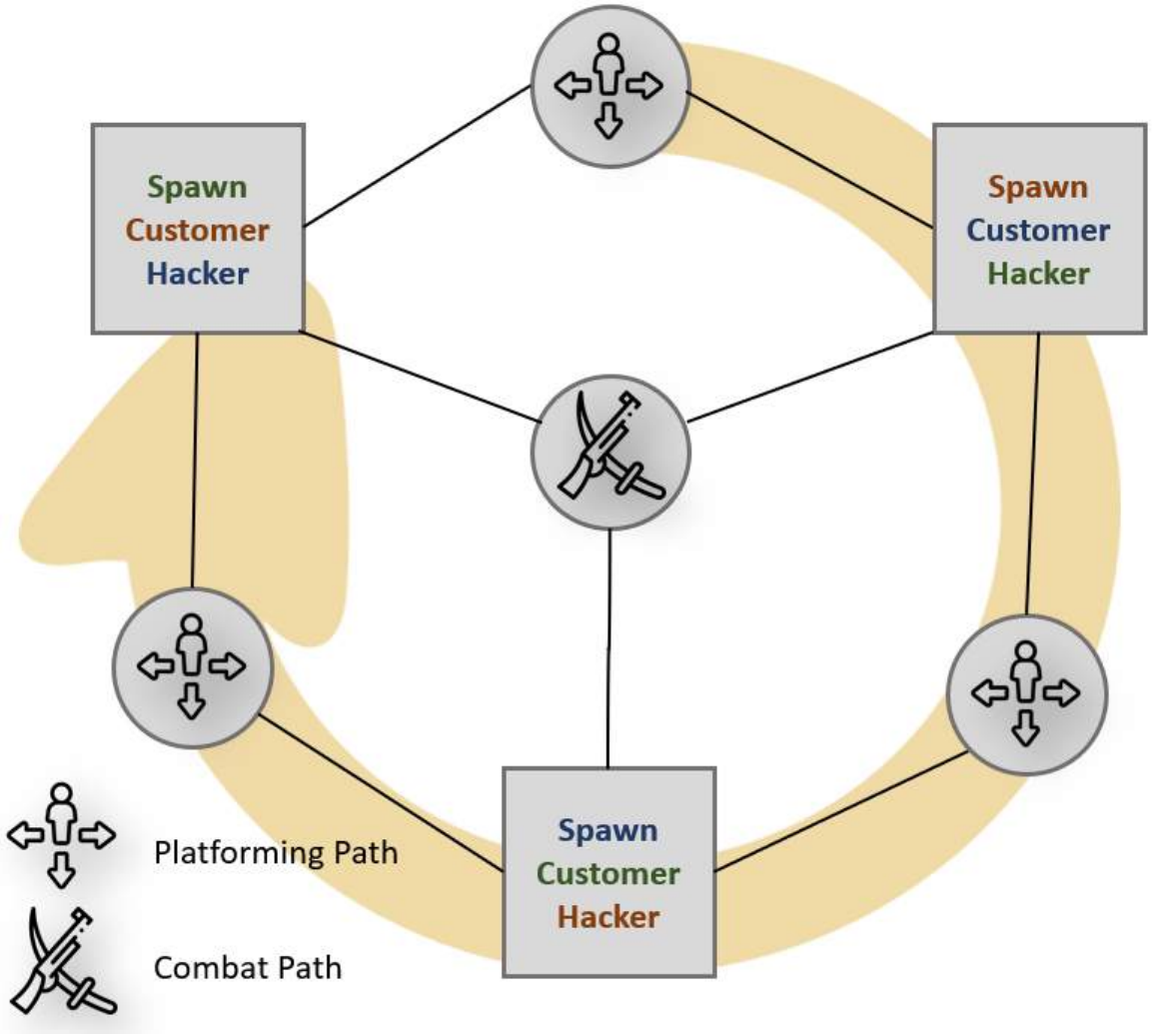
- Enemies



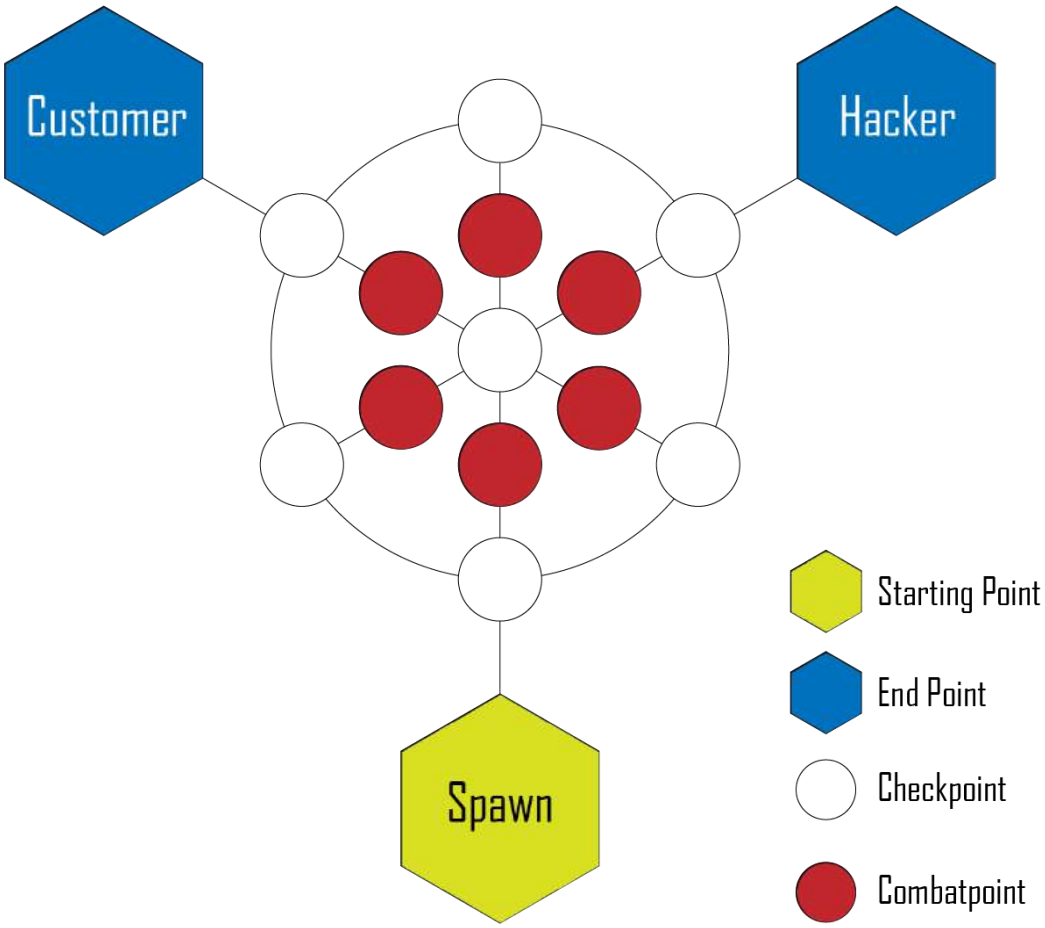
- **Environment**

Layouts/Maps/Plans

Level Layout - Circulation shifting



Flow Diagram - Simplified Level Structure



Map Layout

Hacker
covered space
Client
Short Cut
Alternative
Test
Challenge
Vertical Space
Narrow space
Open Space
Golden path
Teach
Start