

1. BASIC INFO

Title : Unfortunate Cookie
Genre : Survival / Driving
Platform/s : PC and Console
Target Audience : 12+

2. DESCRIPTION

You don't fully grasp how, but the world as you knew it, no longer exists. Apparently, USA government has been eliminated by the Chinese and they've wiped out the west half of the country. The resistance is forming near the east coast and the only way you are going to survive this madness is reaching them. All this because some fucking medic forgot to transfer while you were in a coma... How convenient... At least they also left an old ambulance with $\frac{1}{3}$ of the gas tank full, at least is a start.

3. SETTING

Contemporary USA but a little in the future where most of the vehicles are electric and they open and start with biometric ID. There are still combustion and hybrid cars but in a disaster situation are a rarity. Also most of the gas stations no longer have gas, they are electric power stations.

4. MAIN GAME MECHANICS

- You need to be keep you ambulance running so you will have to locate and scavenge anywhere you can for fuel
- You are stuck with the ambulance, somehow the key broke when you first tried to turn off the truck.
- The ambulance can't go past 40 mph so the trip is going to be long
- The priority is the fuel, but you also have to eat and drink, you are also a machine after all.
- The gas stations and other vehicles are lootable, but what they have inside, how much gas they have (if any) and if you are able to loot them is determined by a D20 (as in role playing games)
- You will have to continue your road east with the ambulance, surpassing roadblocks, Chinese checkpoints, and natural orography. There will be a different challenge and layout every stage and level. You successfully pass the level when you get to the right part of the map (you always start on the left)
- The ambulance is old and heavy, so it will react and advance differently if you ride through asphalt, grass, water, dirt roads... Choose wisely where you go, you can't afford to get stranded
- You died if you get stuck or damage the vehicle, if the chinese catch you (they will shoot you), if you get too hungry or thirsty or if the ambulance runs out of gas

- 3Cs: camera is isometric, controls keyboard or controller with the standard move controls for a vehicle (forward, backward, direction and handbrake) and interaction, the character is always inside the vehicle (so the ambulance is the character)

5. REFERENCES

- Absolute Drift
- Project Zomboid?
- FTL