



Cash Force

Purchasing Ammo Document by Lauren Ritze

Problems

1. "As a player, I don't want to turn away from the action every time I need to buy ammo."
2. "As a developer, I want buying ammo to be a fluid process that doesn't break the fast-paced feel of the gameplay."

Solution

Currently, the ammo is set up single-style purchase on a table to the right of the player. The player has to fully turn their sights from the enemies to do this. A solution to these two problems would be providing an ammo

source in a location that the player wouldn't have to look away from the characters shooting them.

Option #1 - Ammo Vending Machine

Concept

The ammo vending machine, if placed in-front view of the player, would provide a faster ammo purchasing option. However, we would need to add restrictions on what the player could buy. For instance, we don't want the player pushing 1000 buttons to get the ammo they need when we are trying to speed up the process.

The vending machine should only dispense ammo for the weapons in the van (or the weapons that the player has equipped in one of the four slots).

Interface

The ammo machine should have four buttons on the top half. These buttons will correlate with whatever guns are equipped in the player's four gun slots.

When looking at a specific button, it should highlight a soft yellow to indicate which one they are going to push. The player will just need to hit the "grab" trigger on the button and it will dispense the ammo for that weapon.

The very top of the machine should have a digital text box that says what the ammo is (or the name of the gun it goes to). It should ALSO show the amount it costs to buy it.

Pros

- Allows the player to stay facing toward the enemies
- Provides a fast way to get ammo
- Could dispense multiple ammo at once (if the player spams the purchase button)

Cons

- Player needs to push a button before grabbing ammo
- Would need the buttons to be big
- If we have more than four gun slots, the machine would have to be bigger (and possibly take up a lot of room in the van)

Assets Needed

1. Ammo vending machine
 - a. Different colored buttons
 - b. Digital text showing the name/cost of ammo at the top
 - c. Clicking, buying and dispensing sounds
 - d. Holder for dispensed ammo at the bottom

SPECIAL IDEA

The ammo machine dispenses a **FREE** random ammo cartridge for any gun in the van (or the player has) every 30 seconds. This would influence the player to use all the guns in their disposal versus just using one the whole time.

Option #2 - Ammo on Sling

Concept

Instead of having the sling be ammo storage for the player, it could instead be the place that the player buys ammo. The ammo for each equipped gun will be generated on the sling. The player just needs to grab a mag from the sling and it will deduct the cost from the total cash.

This will free up a lot of the player's time, since they don't need to push buttons (like the ammo machine) or turn around to a table to buy it. The sling is located on the player so they can purchase ammo no matter which direction they are facing.

Pros

- Conveniently located
- Fastest purchasing option
- No buttons/interface needed
- Less hassle for artists and programmers (since the sling has already been planned)

Cons

- Need a way to show cost (in a non-floating way preferably)
- Needs visible feedback show what ammo goes to what gun

Assets Needed

1. Sling
 2. Purchase sound
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