

Delivery Game Notes

Game Time

- All delivery games start with 60 seconds on the clock.
- I like the idea of being consistent so the player knows what to expect.

Bonus Time

- Every successful delivery adds 15 seconds to the clock.
- When the player clocks the quest and starts again the time bonus should drop to 10 seconds.
- When the player starts their third lap the time bonus should drop to 7 seconds.
- Fourth lap it should drop to 4 seconds.
- Then to 3 seconds and so on until they must run out of time.

Failure Point

If the player is only running between delivery points then they will fail the quest after a certain number of points as the time bonus gained will not be as large as the time expended to make the delivery. This means that for harder delivery games the points delivered to will get further apart.

- Crazy Pizza's failure point is about 15 deliveries.
- Pizza Machine's failure point is about 12 deliveries.
- Shopper Panic's failure point is about 9 deliveries.
- Mail Madness' failure point is after only 6 deliveries.

Of course if the player was to use the various vehicles around LEGO Island they can go much faster and therefore make far more deliveries.

Different Vehicles will have different handling characteristics.

Cars Available

The different cars will behave differently on different surfaces.

Garage	Pick Up Truck
Police Station	Patrol Car, Police Bike
Hospital	Ambulance
Res-Q-HQ	Res-Q Dune Buggy
Construction Yard	JCB, Bad Guy's Buggy
Apartments	Family Saloon, Good Guy's Stunt Bike
Party House	Sports Car
TBob's Workshop	Jeep
Peppers House	Good Guy's Racing Car

Boats Available

Harbour	Bad Guy's Speedboat, Snap's Jet-Ski
Res-Q-HQ	Res-Q Speedboat
Bay Jetty North East	Luxury Yacht
Bay Jetty South East	Good Guy's Jet-Ski
Shrimp Island Jetty	Raft
Shugu Island Jetty	Junk
Lighthouse Island Jetty	Dinghy

Boat Exits

I assume that most of the Island is surrounded by cliffs and the only way up from the sea to the interior is from beaches or quays.

- Great Bay Beach
- Harbour Quays
- Lighthouse Island
- Shrimp Island
- Shugu Island
- Construction Yard Beach?
- Forest Beach?
- Lucky's Beach?
- Information Centre Beach?
- Technician Bob's Workshop Beach?

Planes Available (and only landing zones)

Airport #1	Bad Guy's Plane, Good Guy's Plane
Airport #2	Bad Guy's Flying Boat
Bob's Workshop	Hand Glider (take off only)

Helicopters Available

Police Station	Police Chopper
Res-Q-HQ	Res-Q Chopper

Helicopter Landing Pads

- Air Port #1
- Air Port #2
- Hospital
- Information Centre
- Police Station
- Res-Q-HQ

Map of Vehicle Locations

