Stores

|  |
| --- |
| Phase: **Rough Draft** (High Level, Rough Draft, Final Design, Done) |

|  |
| --- |
| Status: **Ready for Review** (Work in Progress, Ready for Review, Approved) |

| Reviewers | Table Read Date |
| --- | --- |
| Josh Bridge Al Jarvie Ole Uttuslien | July 04, 2011 |

| Link to TDD |
| --- |
| [**Feature Design Technical Design Document**](http://confluence.capcomvancouver.com/display/DR3/Technical+Design) |

# CONTENTS

* [CONTENTS](#0)
* [VISION](#1)
  + [ANTI-VISION](#2)
* [FEATURES](#3)
  + [RETAIL SUPPLY LOCATIONS](#4)
    - [RETAIL INTERIOR](#5)
    - [RETAIL EXTERIOR](#6)
    - [BREAKABLE GLASS vs. NON-BREAKABLE GLASS](#7)
  + [NON-RETAIL SUPPLY LOCATIONS](#8)
    - [TREASURE CHEST VEHICLES](#9)
    - [ALTERNATE STORE EXAMPLES](#10)
  + [RETAIL CATEGORIES](#11)
  + [STORES BY DISTRICT](#12)
    - [CENTRAL CITY - WIP (subject to change)](#13)
    - [SUNSET HILLS - WIP (subject to change)](#14)
    - [INGLETON - WIP (subject to change)](#15)
    - [SOUTH ALMUDA - WIP (subject to change)](#16)
    - [FREEWAY - WIP (subject to change)](#17)
  + [REQUIREMENTS](#18)
  + [AUDIO](#19)
  + [VISUAL FX](#20)

# VISION

***Supplies in the city-wide zombie apocalypse are anywhere and everywhere you go.***

* ***know what i can enter/not enter***
* ***know what the product is from a glance***
* ***celebration of americana - silhouettes, signage in camera view***

## ANTI-VISION

Shopping Malls

* confusion about what is and isn't accessible



# FEATURES

* World map supply locations
* Supply Locations
  + Retail
    - Interior
    - Exterior
    - Breakable Glass
  + Non-Retail
    - Found Anywhere
  + Other Supply pick ups
* Enter-able vs. Non Enter-able Locations
* Item regeneration
  + time based
  + distance based
* Supplies categories
* DR2 re-use

## RETAIL SUPPLY LOCATIONS

Retail supply locations are common stores found throughout the world.

### RETAIL INTERIOR



### RETAIL EXTERIOR



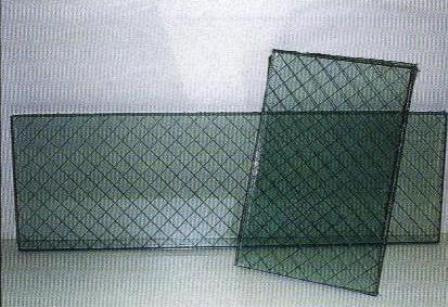
### BREAKABLE GLASS vs. NON-BREAKABLE GLASS

All glass that is not barred or laced with wire can be broken by the player, COOP player and zombie glass bangers.

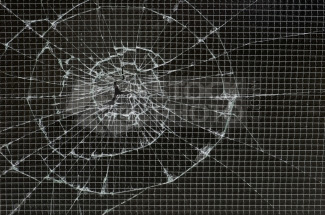
* Can be broken:



* Can not be broken:



* Non-breakable glass receives a smash decal
* reinforces to the player that the glass cannot be broken



## NON-RETAIL SUPPLY LOCATIONS

Non-retail locations are common stashes of supply found throughout the world.

Visual indicators for these alternate stores will be required so that they still stand out in the world.  Such as:

* brighter in color and or unique in color
* graffiti markings
* unique audio emitter

### TREASURE CHEST VEHICLES



Non-drivable vehicles that the player can interact with to open the doors and trunks to search for weapons and items.

* Items are pre-placed like any other item inside the car

### ALTERNATE STORE EXAMPLES

Interior of modern sunset hills house



* interior of modern sunset hills garage:
* 
* back yard tree house in low-end sunset hills:
* 
* yard sale in ingleton
* 
* back yard in ingleton:
* 
* open moving truck in ingleton:
* 
* picnic in the park in Central City:
* 
* construction area in Central City:
* 
* Shipping containers in South Almuda:
* 
* Dumpsters in South Almuda:
* 

## RETAIL CATEGORIES

* Accessories (DR2)
* Arms & Security
* Automotive
* Beautification (DR2)
* Clothing - Children (DR2)
* Clothing - Men (DR2)
* Clothing - Unisex (DR2)
* Clothing - Women (DR2)
* Electronics (DR2)
* Fitness (DR2)
* Food (DR2)
* Home & Garden
* Music & Entertainment (DR2)
* Novelty & Gifts
* Pharmaceutical
* Services (DR2)
* Special Interest
* Sports & Recreation
* Tools & Hardware
* Toys & Hobbies (DR2)
* Travel (DR2)

## STORES BY DISTRICT

### CENTRAL CITY - WIP (subject to change)

| RETAIL | NON-RETAIL | TOTAL | DR2 Reuse | NEW |
| --- | --- | --- | --- | --- |
| 24 | 4 | **28** | 13 | 16 |

| # | Retail Category | Names Suggested | Inventory | DR2 Reuse | Notes |
| --- | --- | --- | --- | --- | --- |
| 1 | **Accessories** | Family  Jewels  Carbon & Heat  Pearl Neclace  Bling it On!  Pinky's Diamonds  Big Rocks | Jewelry | Everything Diamond | New Frontage |
| 2 | **Accessories** | Shockerz  Karmen  Affordit  Golddiggers  Central Boutique | Fashion Accessories |  |  |
| 3 | **Accessories** **Clothing** | Z & G  Yog's Bags  YOG | Handbags and Accessories | Bagged! | New Frontage **Requires survivor enterable change room** |
| 4 | **Automotive** | Speed Demons  Angels Auto  Wendels Whips and Rides  Boost!  Vin Paul's Luxury Cars | Exotic Vehicles |  |  |
| 5 | **Beautification** | Johann Salon  Unbeweavable  Boufont  Strands  Jerry's Curls  Pouffe  Curtains and Carpets | Hairstylist | Wave of Style |  |
| 6 | **Beautification** | Lacquer  Cover Me Up  Face It | Cosmetics | FairMoans |  |
| 7 | **Clothing Men** | Strappin' Tall  Altitude  Hexx  Comforts | Casual Wear | Albert's Apparel | New Frontage |
| 8 | **Clothing Men** | Wentworth's  Onyx  Modern Businessman  Modern Man | High Fashion | Wallington's | New Frontage |
| 9 | **Clothing Unisex** | Chap-oh Chap Oh  Dand Ruff  Brimms  Cap'n | Hats | Que's Hats |  |
| 10 | **Clothing Unisex** | Made in China  2 for 20 Two for Twenty  Chinamade  Chinawear  The Sweat Shoppe | Shirts and Sunglasses |  |  |
| 11 | **Clothing Women** | Imelda's  Esther's  Heels Good  Pumps  Pumps me Up  Stilleto's | Shoes | Kicks for Her | New Frontage |
| 12 | **Clothing Women** | Dudette  In There Swimwear  Beach Bodies  Strings  Bodysuit  Wet Wear | Beach Wear |  |  |
| 13 | **Clothing Women** | Shhhh!  La Vivaneau  Lace  Whisper Wear  Sattin's Fine Silks  Cie-thru | High End Lingerie/Underwear |  |  |
| 14 | **Electronics** | Aduna's Mobile  Hear me Now  Core  Calldrop  The Line  Callisto | Cell Phones | Robsaka Mobile |  |
| 15 | **Food** | Cupcake Mistress  Sweet Enuff  Sweet Tooths  Cavities  Surgarfulls  Icing on the Cupcake  Iced On  Callistos Cakes | Sweets and Candy |  |  |
| 16 | **Food** | Central Bistro  Dilly's Grill  Feed Bag  Gastro City  Ron's Beach Front Bistro  Seafront Bistro | Casual Bistro |  |  |
| 17 | **Music & Entertainment** | Tribute Bowl  Central City Amphitheater  The Pavilion | Outdoor Theater Stage |  | **Requires massive stage setup and destructible speakers** |
| 18 | **Services** | The Featherworth  The Burgess-Dawson | Hotel |  | **Requires safe area around pool for Old lady** Stronghold map |
| 19 | **Novelty & Gifts** | Central Gifts  Nifty Gifts  Gifties  Shifty's | Gift Kiosk | TIR Souvenir Kiosk | Partial reuse |
| 20 | **Sports Equipment** |  | SporTrance |  |  |
| 21 | **Services** | Sculpt Yourself  Tight n Smooth  LIfts  Renew | Cosmetic Surgery |  |  |
| 22 | **Services** | Caught my Eye  Squintless  Dark Shades | Sunglass Display | Finders Peepers | Transform into Kiosk |
| 23 | **Services** | Central City Police | *Police Station* |  | Story Location |
| 24 | **Special Interest** | Boomshika's  Gallerie Zarathustra   Jacquelline Hermes | Art Gallery | The Cleroux Collection |  |
| 25 | **Special Interest** | Central City Museum  Gould Museum | *Museum* |  | Story Location |
| 26 | **Sports & Recreation** | Deals of Wheels  Pedals  Spokes  Endo's Bikes  Off the Chain  Wheelies  Treads and Trails | Bike Rental |  |  |
| 27 | **Sports & Recreation** | Boards  Dude Where's my Board  Dreadlocks  Surf n Turf  Kahuna's Waxx  Sharkbite's Surf Shop  Stoked!  Knarly's | Surf and Skate shop |  |  |
| 28 | **Sports & Recreation** |  | Beach Front Tennis |  | Part of World |
| 29 | **Sports & Recreation** |  | Recreational Walkway |  | Part of World |
| 30 | Sports & Recreation | DELETE ME | sports equipment and clothing | Sportrance/Kokonutz Sports Town | Interior Use only |

### SUNSET HILLS - WIP (subject to change)

| RETAIL | NON-RETAIL | TOTAL | DR2 Reuse | NEW |
| --- | --- | --- | --- | --- |
| 18 | 8 | **26** | 13 | 13 |

| # | Retail Categories | Names Suggestions | Inventory | DR2 Reuse | Notes |
| --- | --- | --- | --- | --- | --- |
| 1 | **Arms & Security** |  | Gun Cabinet in garage |  |  |
| 2 | **Automotive** | Autobauns  Jack's Car Retal  Deiter Does Cars | Car Rental |  |  |
| 3 | **Clothing Children** |  | Casual Kids | Kid's Choice Clothing |  |
| 4 |  |  | Uptown Kids | Stylin' Toddlers |  |
| ~~6~~ | **~~Clothing Women~~** |  | ~~Women's Celeb Closet~~ |  |  |
| 7 | **Fitness** |  | Yoga |  |  |
| 8 | **Food** |  | Sushi | Luaii Wauwii | Interior Prop reuse only |
| 9 | **Food** |  | Mexican | Rojo Diablo Mexican Restaurant |  |
| 10 | **Food** |  | Casual Cafe | Speedy Espresso | Add interior seating area |
| 11 | **Food** |  | Family Restaurant |  |  |
| 12 | **Food** |  | Steakhouse | Wild West Grill House |  |
| 13 | **Food** |  | Liquor Store | Leigh's Fine Liquor |  |
| 14 | **Home & Garden** |  | Fancy Furniture |  |  |
| 14b |  |  | Dirty House - older home, tucked away from main strip |  | **House needs to be created so that Zombies cannot escape it. Also requires functional closet on second floor big enough for a human to fit inside.** |
| 15 |  |  | Fancy House |  | **Requires Wine Cellar for side mission** |
| 16 |  |  | Senator's Mansion |  | **Sloth Psycho Battle Nice Mansion - Highly Explorable** |
| 17 |  |  | Modern Celeb House |  | **Requires room with heart-shaped bed see SM-52 Zombies gone wild** |
| 17b | **Home & Garden** |  | Family Home |  | **Must contain one large front room** |
| 18 |  |  | Hollywood House |  | Entire house not accessible **Requires pool out back - drained of water.  Deep enough that zombies cannot get out of it.** |
| 19 |  |  | Backyard + Treehouse |  | Should be pass-through more secret |
| 20 | **Music & Entertainment** |  | Nightclub/Karoke | Pub O Gold |  |
| 21 | **Music & Entertainment** |  | Music Instruments | Tunemakers |  |
| 22 | **Pharmaceutical** |  | Drug Store | Roy's Mart |  |
| 23 | **Services** |  | Divorce | Severed Ties | Change from Kiosk to Store with Frontage |
| 24 | **Home & Garden** |  | House Under Construction | New Home | Exterior accessible only, maybe one room as pass-through |
| 25 | **Tools & Hardware** |  | Local Hardware Store | Big Buck Hardware (Case Zero) | Interior Prop reuse only |
| 26 | **Toys & Hobbies** |  | Unique Kids Toys | Ultimate Playhouse | Interior Prop reuse only |

### INGLETON - WIP (subject to change)

| RETAIL | NON-RETAIL | TOTAL | DR2 Reuse | NEW |
| --- | --- | --- | --- | --- |
| 18 | 11 | **29** | 9 | 20 |

| # | Retail Categories | Suggested Names | Inventory | DR2 Reuse | Notes |
| --- | --- | --- | --- | --- | --- |
| IN101 | **Arms & Security** | Shanks | Bladed Weaponry |  |  |
| IN102 | **Arms & Security** | Headshots | Generic Gun Store |  |  |
| IN103 | **Arms & Security** | Worth a Shot | Specialty Gun Store |  |  |
| IN104 | **Arms & Security** | Crack House | Crack House Weapon Depot |  |  |
| IN105 | **Automotive** | Dave’s Awesome Cars | Used Car Sales |  |  |
| IN106 | **Beautification** | Shavey’s | Barber Shop | Barber Shop (Case Zero) | Interior Prop reuse only |
| IN107 | **Electronics** | U Break Wii Fix  Zheng Computer | Used Computer Repair Center |  |  |
| IN108 | **Fitness** |  | Garage Workout | Flexin' | Interior Props only |
| IN109 | **Fitness** | Aduna’s Gym | Ghetto Gym | Flexin' | Interior Props only |
| IN110 | **Food** | Uncle Billys Buffet | Chain Fast Food |  |  |
| IN111 | **Food** | Hamburger Fiefdom | Chain Fast Food | Hamburger Feifdom | New Frontage |
| IN112 | **Home & Garden** | Low Cost Luxury | Low-end Furniture |  |  |
| IN113 | **Home & Garden** |  | Bum Hut A |  |  |
| IN114 | **Home & Garden** | Lee-Aimes Estates | Low-rise Apartment |  |  |
| IN115 | **Home & Garden** | Matt’s House | Back Yard |  |  |
| IN116 | **Music & Entertainment** |  | *The Diamond Panty* |  | Story Location |
| IN117 | **Pharmaceutical** | Roy’s Mart | Local Drug Store | Roy's Mart |  |
| IN118 | **Pharmaceutical** | Happy Good Mart | Chinese Tinkture Shop |  |  |
| IN119 | **Special Interest** | Sunny Luck Fortune | Fortune Teller |  |  |
| IN120 | **Sports & Recreation** | Mingxiang Gardens | Chinatown Garden |  |  |
| IN121 | **Sports & Recreation** | Ingleton Park | Gangland Park/Basketball Courts |  |  |
| IN122 | **Tools & Hardware** | Big Buck Deliveries | Hardware Delivery Truck |  |  |
| IN123 | **Tools & Hardware** | Big Buck’s Hardware | Mom and Pop Hardware Store | Big Buck's Hardware | Interior Props only |
| IN124 | **Travel** | Flying Duck Travel Center | Asian Travel Agency | Under the Sea Travels | Interior Props only |
| IN125 | **Other** | *St. Keith’s Chapel* | *Crematorium/Funeral Home* |  | Story Location |
| IN126 | **Other** | St. Keith’s Memorial Grounds | Memorial Grounds |  | **Requires at least one crypt that the player can stand on** |
| IN127 | **Music & Entertainment** | Paradise Platinum Screens | Theater | Paradise Platinum Screens | Interior Props only |
| IN128 | **Home & Garden** |  | Bum Hut B |  |  |
| IN129 | **Automotive** | Zip Gas | Gas Station Convenience Store | Gas Station Store Area (Case Zero) | Interior Props only |

### SOUTH ALMUDA - WIP (subject to change)

| RETAIL | NON-RETAIL | TOTAL | DR2 Reuse | NEW |
| --- | --- | --- | --- | --- |
| 4 | 15 | **19** | 6 | 13 |

| # | Retail Categories | Suggested Names | Inventory | DR2 Reuse | Notes |
| --- | --- | --- | --- | --- | --- |
| SA101 | **Accessories** | Two for Twenty | Cheap Eyewear | Universe of Optics | Interior Props only |
| SA102 | **Automotive** | Speed Demons Auto Worx | Underground Autobody |  |  |
| SA103 | **Automotive** | Los Perdidos Police Impound | Impound Lot |  |  |
| SA104 | **Automotive** | Big Buck Heavy Equipment Rental | Forklift Rental Service |  |  |
| SA105 | **Clothing Men** | Los Perdidos Fire Station No. 5 | Fire House Equipment Locker |  |  |
| SA106 | **Clothing Unisex** | Big Man’s Clothing | Men’s clothing | For Your Leisure | Interior Props only |
| SA107 | **Clothing Unisex** | The Jean Patch | Thrift Store |  |  |
| SA108 | **Clothing Women** | La Fawnda’s Fabric Outlet | Fabric Warehouse | Trendy Cindy | Interior Props only |
| SA109 | **Food** | Special J’s Cafe | Fast Food Kiosk | DR2 Hot dog cart |  |
| SA110 | **Food** | Old Stillhouse ’97 Diner | Food Train |  |  |
| SA111 | **Music & Entertainment** | Speedy’s G Spot | Trucker Strip Club |  | **Requires pimp pad on second floor** |
| SA112 | **Novelty & Gifts** | Uno Grande Outlet | Dollar Store Warehouse |  |  |
| SA113 | **Food** | Pirate’s Catch Seafood Restaurant | Seafood |  | Interior Props only |
| SA114 | **Special Interest** | Lao’s Cream Dream | Massage Parlour |  |  |
| SA115 | **Special Interest** | Annie’s Old Fashioned XXX Supply | XXX Party Supplies | Hot Excitorama |  |
| SA116 | **Special Interest** | Special J’s Cafe | Plant Growing Supplies |  |  |
| SA117 | **Tools & Hardware** | Big Buck Construction Site | Construction Yard |  |  |
| SA118 | **Other** | Los Perdidos Bus Depot | Bus Depot |  |  |
| SA119 | **Other** | Warehouse A – 119 | Warehouse (Plane Hangar) | DR2 (Case West) |  |
| SA120 | **Special Interest** | Almuda Farms Cold Storage | Cold Storage |  | Psycho Battle Location |
| SA121 | **Tools & Hardware** |  | Construction Dumpsters |  |  |
| SA122 | **Special Interest** | Rocket’s Red Glare | Import/Export Fireworks | Rockets Red Glare | Inventory Reuse |
| SA 123 | **Novelty & Gifts** |  | Tobacco & Gifts |  |  |
| SA 124 | **Other** | South Almuda Power Plant | Electrical Power Plant |  |  |
| SA 125 | **Other** | Collins Chemical | Chemical Plant |  |  |
| SA 126 | **Other** | Fiefdom Meat Suppliers | Meat Processing |  |  |
| SA 127 | **Other** | South Almuda Recycle Depot | Recycle Depot |  |  |
| SA 128 | **Other** | Bob’s Super Tires | Tire Shop |  |  |
| SA 129 | **Other** | Uno Grande Outlet | Toy Factory |  |  |
| SA 130 | **Other** | Zip Gas | Gas Station - Mini Mart |  |  |

### FREEWAY - WIP (subject to change)

| RETAIL | NON-RETAIL | TOTAL | DR2 Reuse | NEW |
| --- | --- | --- | --- | --- |
| 1 | 4 | 4 | 1 | 3 |

| # | Retail Category | Inventory | DR2 Reuse | Notes |
| --- | --- | --- | --- | --- |
| FW101 | **Automotive** | Rhonda's Autobody | *Gas Station* (Case Zero) | Inventory/Junkyard Story Location |
| FW102 | **Food** | Truckstop Diner (Wrench-o-Rhonda) |  |  |
| FW103 | **Automotive** | Vehicle Delivery Truck (Speed Demons) |  |  |
| FW104 | **Food** | Mobile Food Truck (Hamburger Fiefdom) |  |  |
| FW105 | **Home & Garden** | House and Home Delivery Truck (El Mode) |  |  |

## REQUIREMENTS

* Streaming Requirements
  + Player must never be out of sync with the streamer
  + zones must have siblings to all visible zones from any given zone
  + item population can never exceed the max cap of 1400 items per district
* Breakable glass
  + Player can break glass with skill moves
  + Player can break glass with coop skill moves
  + Player can break glass by knocking zombies into it
  + Survivors can break glass with weapons
* Zombie glass bangers
  + Zombies can break glass by banging on it for a duration of time.  [See Zombies](http://confluence.capcomvancouver.com/display/DR3/Zombies)

## AUDIO

* Some world locations will require unique audio

## VISUAL FX

* Some world locations will require unique visual effects