THE PARK CONCEPT SHEET

OBJECT CLASS
CONFIDENTIAL

DOCUMENT NAME
CONCEPT SHEET 2

B1OM3TR1C

TABLE OF CONTENTS   CS2

CONCEPTS AND IDEAS 1   CS3

PERMIT SYSTEM   In Progress ▾

Any player without a Gun License may be arrested carrying a weapon. A Heavy Weapons Licence is required to carry non-pistol firearms. License may be purchased at the police station, and even with a heavy weapons license, you may not brandish one in public.

CRAFTING SYSTEM   Accepted Concept ▾

Players must have a workbench in order to craft items, and must have certain materials and levels to craft certain items. Examples are listed below.

- The production of an **M4A1**
  - **2x Metal Rod**
  - **6x Piece of Metal**
  - **1x Piece of Polymer**
  - **2x Piece of Plastic**
  - **1x Box of Nails**
  - **1x Metal Polish**
  - **Workbench Access**
  - **Level 55**

- The production of a **C4 Explosive**
  - **1x Mineral Oils**
  - **2x Piece of Metal**
  - **1x Piece of Polymer**
  - **1x Box of Nails**
  - **2x Hexogen CH-6**
    - **Nitric Acid**
    - **Hexamine**
  - **2x Aluminum Nitrate**
    - **Nitric Acid**
    - **Aluminum**
  - **Explosives Workbench Access**
  - **Level 89**

Continue on next page.

CONCEPTS AND IDEAS 1   CS4

- The production of an **Increased Speed Potion**
  - **2x Box Of Herbs**
  - **1x Box Of Salt**
  - **4x Glass Shard**
  - **1x Piece of Plastic**
  - **2x Mystic Fluid**
    - **Deer Heart**
    - **Composition C**
  - **1x Rabbit Foot**
  - **4x Mushroom**
  - **3x Black Rose**
  - **Workbench Access**
  - **Level 64**

A walkthrough of the crafting system is below.

1]
Enter your workbench.

2]
Navigate to the item you want to craft.

3]
Gather the materials needed for the item and be sure they are in your inventory.

4]
Click "Craft" to begin crafting.

4] [EXPLOSIVES WORKBENCH]
Click "Craft" to begin crafting your explosive and keep the temperature of the workbench under 100 Degrees or it will begin to heat up and detonate. The higher the temperature, the faster the explosive will craft.

5]
Wait for the craft to finish, then take your item.

Hunger and Thirst System

`Accepted Concept ⌄`

Players will slowly become hungrier and thirstier throughout their gameplay, taking about 1 hour to become starved and begin taking damage from their starvation, and thirst drained after 45 minutes. If hunger passes below 25%, the player's screen will begin to get blurry, with +1 blur every percent it lowers under 25%. If your thirst goes under 25%, the player will exhibit the same issues.

Thirst and Hunger can be treated through eating and drinking food obtained from gas stations, markets, and other places. Players can also craft edible items.

Leveling System

`Accepted Concept ⌄`

Players will use levels to unlock various items, abilities, and more. Ways to level up are listed below.

- Crafting
- Selling Stolen Goods
- Killing Players
- Working jobs
- More

Some benefits of leveling are listed below.

- Unlock more crafting recipes
- Access to more weapons
- Access to more jobs
- More

ATM Robbery

`Accepted Concept ⌄`

Players will be able to steal money from ATMs and transport them to somewhere they can more easily steal from them. Keep in mind an ATM machine is very heavy so it may be difficult to move the machine. The way to move an ATM is listed below and requires a hook.

Continue on next page.

1]
Attach a hook to a car and then to the ATM Machine.

2]
Drive your vehicle to transport it.

An ATM is not movable unless attached to a car's hook.

The requirements of robbing an ATM machine are listed below.

- Lockpick
- Buzzsaw
- Duffel bag
- [OPTIONAL] Blowtorch

The process of robbing an ATM machine is listed below.

1]
Lockpick the main panel located at the front of the ATM machine. Upon lockpicking, the ATM's Alarm will sound and the tracking device will begin to go off.

2]
Use a Buzzsaw to cut open the Safe inside of the machine, where the money is found.

3]
Interacting with the cash inside of the ATM's Safe gives you $1,000 per interaction until the safe is out of money

4] [OPTIONAL]
Using a Blowtorch on the ATM Machine's tracking panel will disable the tracker, putting the police at a disadvantage.

The ATM holds any number between $5,000 and $40,000, randomized by math.random generating a number between 5 and 40, each time a player interacts with the machine, it will lower this value by 1 and reward the player with 1k Stolen cash until it reaches 0. Once a car hooks up to the ATM machine, the alarm inside the ATM will go off and alert the police of it's location until a player disables the tracking chip inside of it.

Printer Mechanics - Gas-Powered Printer

Accepted Concept ⌄

This printer must be crafted. The crafting recipe is below.

- The production of a **Gas-Powered Printer**
  - **1x Printing Press**
    - **4x Piece of Metal**
    - **8x Metal Rod**
    - **4x Box of Nails**
  - **4x Gas Tank**
    - **3x Piece of Metal**
    - **1x Metal Rod**
    - **2x Piece of Plastic**
  - **3x Metal Rod**
  - **8x Piece of Metal**
  - **2x Piece of Polymer**
  - **2x Piece of Plastic**
  - **3x Box of Nails**
  - **2x Metal Polish**
  - **1x Paper Roll**
  - **2x Ink Cartridge**
    - **2x Piece of Plastic**
    - **1x Ink Jar**
  - **Workbench Access**
  - **Level 11**

The Gas-Powered Printer requires Gas to continue, with it degenerating 1mL per 5 seconds, hold a maximum of 1000mL at a time. Rarely, the printer will jam, and the player will have to unjam it by restarting it. The restarting process takes 1 minute to perform and pauses production during this time.

Death Concept

`Accepted Concept ˅`

Upon death, the player will go through 2 stages of health:

1] [0m-3m After Death]
The player is revivable through defibrillation.

4] [3m+ After Death]
The player is no longer revivable and must wait 2 more minutes to respawn.

Upon death, the following penalties will occur:

- Lose 50% of cash on your character, up to $20,000
- Any weapons on your character will be dropped
- Body glows red (indicating death)
- Drop any stolen items (duffelbag)

Defibrillator Concept

`Accepted Concept ˅`

Defibrillators are only able to be used on players that have been dead for 0-3 minutes. Upon using the defibrillator on a corpse, a minigame will begin, asking the player to land on an exact level of hertz between 1 and 10, with the number its on constantly going up and down. The amount of times you will need to win the minigame depends on how long the body has been dead, the ratios are listed below.

0-1 Minutes After Death
1 Charge
When scanning the pulse, the game will return "The pulse is even"

1-2 Minutes After Death
2 Charges
When scanning the pulse, the game will return "The pulse is uneven."

CONCEPTS AND IDEAS 2   CS9

2-3 Minutes After Death
3 Charges
When scanning the pulse, the game will return "The pulse is weak."

3+ Minutes After Death
Body is unresponsive
When scanning the pulse, the game will return "The pulse is unresponsive."

An example of what the minigame would look like is below.

REQUIRED SURGE:
3 HERTZ

| FRAME 1 | | FRAME 2 | | FRAME 3 |
```
10Hz |            10Hz |            10Hz |
9Hz  |            9Hz  |            9Hz  |
8Hz  |]----       8Hz  |            8Hz  |
7Hz  |            7Hz  |            7Hz  |
6Hz  |            6Hz  |            6Hz  |
5Hz  |            5Hz  |]----       5Hz  |
4Hz  |            4Hz  |            4Hz  |
3Hz  |            3Hz  |            3Hz  |]---- SUCCESS
2Hz  |            2Hz  |            2Hz  |
1Hz  |            1Hz  |            1Hz  |
```

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Weaponsmith - Gamepass [R$800]

`Accepted Concept` ▾

Upon purchasing this gamepass, players gain access to crafting weapons that cannot be crafted without this pass, and usually sell for more due to their exclusivity. Weaponsmiths craft guns and ammo 2x faster.

Current weapons exclusive to Weaponsmith:
- G3A3
- Glock-18

Armored Cash Transport Driver

`Accepted Concept` ▾

Players with a job at the bank can do this job when a money truck is ready for transport. After one money truck mission is over, a random number between 10 and 30 minutes will be generated. This number will be shown on the bank security manager's computer and it is the number of minutes until another money truck is ready for transport. Upon beginning the transport, the driver and the passenger are shown a map marker which is the atm they have to deliver money to. In order to deliver money to the atm, the money truck must be within 10 Studs of it and a bank security gaurd must interact with the atm machine. Once the ATM has been refilled, the driver and the security guard are given $250 each for refilling the atm, and they have 20 minutes to deliver to every atm once the mission has started. The truck spawns with $5,000 per atm, so each time a delivery is made, the truck value loses 5k for the robbery value.

In the future, a second cash transport type will be added where you pick up a cash deposit from the jewelry store and take it back to the bank, but you spend extra time picking it up because you have to move each money bag one by one into the truck, then unload it one by one.

Bloxy Cola Production

Accepted Concept ⌄

Bloxy Cola is Class B Illegal Contraband, and is punishable with fines up to $750,000 and jail time up to 2 hours. Making Bloxy Cola can wield significant profits for players but is expensive to make, so its ideal to have a good budget to fall on in case the Bloxy Cola is exploded, stolen, or confiscated. The materials needed to cook Bloxy Cola are listed below.

The production of a **Brewing Container**
- **4x Metal Rod**
- **8x Piece of Metal**
- **2x Glass Shard**
- **6x Box of Nails**
- **2x Metal Polish**
- **Workbench Access**
- **Level 21**

The production of a **Brewing Container**
- **4x Metal Rod**
- **8x Piece of Metal**
- **2x Glass Shard**
- **6x Box of Nails**
- **2x Metal Polish**
- **Workbench Access**
- **Level 21**

Fines System

Accepted Concept ⌄

When players receive fines, they must pay them off at City Hall, and if they don't pay them off within 1 hour, they will receive jail time depending on how severe their fines are. The amount of time served for certain fines is listed below.

- $0-500 Fine: 3 Minutes
- $501-5,000 Fine: 8 Minutes
- $5,001-$50,000: 30 Minutes
- $50,001-$500,000: 2 Hours
- $500,001+: 5 Hours

Rock Candy Production

Accepted Concept ▾

Rock Candy is Class B Illegal Contraband, and is punishable with fines up to $900,000 and jail time up to 3 hours. Making Rock Candy can wield significant profits for players but is expensive to make, so its ideal to have a good budget to fall on in case the Rock Candy explodes, gets stolen, or gets confiscated. The materials needed to cook Rock Candy are listed below.

The production of a **Erlenmeyer Flask**
- **2x Glass Shard**
- **2x Glue**
- **Workbench Access**
- **Level 6**

The production of a **Beaker**
- **4x Glass Shard**
- **2x Glue**
- **Workbench Access**
- **Level 7**

The production of a **Cooking Stove**
- **8x Piece of Metal**
- **6x Box of Nails**
- **5x Metal Polish**
- **Workbench Access**
- **Level 7**

- Syrup
- Water
- Sugar
- Freezer
- Rich Sugar Powder
- Propane

Rock candy is capable of making up to $15,000 per batch, with each batch generating between 50 and 100 candies. A candy's value is determined by it's flavor purity. 0% purity candies have a value of $10, and 100% pure candies have a sale price of $150.

CONCEPTS AND IDEAS 2   CS12

STAGE 1: BOILING

1. Place a Cooking Stove down.
2. Add Propane to Cooking Stove.
3. Add Beaker to Cooking Stove.