PROJECT CODENAME: DARK ZONE

[PROCEDURALLY GENERATED CAVE EXPLORER GAME (10:16 PM, 9/1/15)](http://cs196illinois.github.io/theDoctor/index.html#/forum/-JyB2W3oyshWi4SLCeO_)

My idea is to create a **procedurally generated cave exploring game**, where each time you play, the level will be different. Just like each world in a game like Minecraft is unique, so will each level of this game! Here are the general ideas I have for the game so far:

You are an explorer who starts at the surface with a certain amount of health, sanity, and supplies (ladders, grappling hooks, lights, platforms, bridges, etc), and you choose where to start digging. Once inside the cave, your goal is to explore the cave by using your equipment, while making sure not to take fall damage or get hit by falling rocks, etc, as you make your way deeper into the cave. You must return to the surface every so-often to replenish supplies and sanity, and then return to search for all the hidden gems in the cave.

**However, you're not alone.**

Lurking in the shadows is a figure, obscure and mysterious that will rearrange your equipment, cause cave-ins, and try to prevent you from reaching the surface to remain sane. Use lights to ward off the creature and protect your equipment, or you may not make it back to the surface.

As you explore the cave and collect all of the hidden gems, you will also learn more about the shadow figure (and the lore of the cave). These will also give hints for how to evade the shadow being. Each gem you find, the more active the Shadow becomes. Bring all gems back to the surface to win!

Other useful information:

This game will most likely be coded in Unity, using C#. I picture it as a two-dimensional, side scrolling type of a game. To save time with creating detailed artwork, the game will most likely have a pixelated style.

Join my team, and help make this game a reality!! Thanks guys!

Feel free to offer more ideas to refine the game!