**Part Time Miner Part Time Bounty Hunter**

**Authors**

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**Description**

You are a Robot Bounty Hunter that collects resources from a planet infested with monsters to build up supplies for his spaceship. Once you have collected enough supplies, you can lift off and fight through waves of enemy drones to reach the boss. The goal is to defeat the boss.

**Game objects**

On the planet, the ground is tiles that can be dug through for materials. The robot can walk across the surface of the planet. The background is simple mountains and trees scrolling along. The materials that can be dug are: carbon (dirt), iron, fossil bones (carbon), old space ship wrecks, ice / water (hydrogen / oxygen fuel), quartz (glass), aluminum, copper, etc. There are enemies that roam the ground that will chase the robot if the tunnel dug by the robot connects to their burrows. The robot has to return to the spaceship in order to return the supplies and lift off.

Spaceship flying through space background. Small ships fly across the screen in different formations. They will shoot bullets and fly in preset patterns that become increasingly frequent and difficult. At the end of the trial, the bounty boss will appear and start battling the bounty hunter.

**Sounds**

There will be peaceful music on the planet unless there is a monster chasing the robot. Then, there will be an alert sound. The drill makes noise when it is drilling. There is a lift off sound before the space fight. The space fight will have future music and the ship will pew pew when it shoots. Explosions have their own sound. Enemy weapons have a different sound from the bounty hunter. If we add text, text scroll will have bleeps and bloops that go along with the characters appearing on screen.

**Controls**

Arrow keys to move Up, Down, Left, and Right. ‘Z’ to drill. ‘C’ to fire weapon. ‘X’ to interact: select ship, scroll text, start game, confirm selection. ‘Esc’ to exit. ‘P’ to pause. ‘M’ to toggle music.

**Game flow**

Story intro showing the robot bounty hunter receiving instructions to find and exterminate the bounty boss. The first thing the bounty hunter does is exit the space ship on the surface of the planet. The basic instructions for planet traversal are displayed above the space ship. Robot can immediately start mining for materials. The more materials are mined, the stronger the ship will become. Players can choose when to leave the junk planet to fight the waves of drones and exterminate the bounty boss. If the robot dies in the space fight, the ship crashes down onto a new junk planet, and the cycle starts over with a fresh planet.

**Levels**

The junk planet is randomly generated, but the waves of enemies to the bounty boss is the same. Only the first level is available, and after the bounty is received, the game is over.