**Swarm-Miners**

* More enemies and more powerful enemies spawn the more gems that have been collected
* Hitting hives also increases power and quantity of enemies
* Enemies will target whichever thing contains the most gems (player and converter) unless neither are holding gems then will just target player.
* Dirt sometimes drops gems and rarely drops gem clusters
* If either the player or the gem converter is destroyed the game is lost
* Enemies sometimes drop gems and health orbs
* XP is earned at the end of a run (after death or converter destruction) – level up to unlock new items, character etc.

**Hub scene**

Hub scene where player can do several different things

* Start a new run
* Change character
* Change cosmetics
* View unlocked stuff

**Upgrades / Equipment**

When you buy an item or upgrade from the shop it will be replaced by another random item after a set amount of time. Unwanted items can be discarded but will also take time to be replaced.

Weapon stats will be randomly generated (plus or minus random amount from base stats)– sometimes appearing with special effects (e.g. flame, poison etc.)

**Mining laser upgrades**

* Increase gem drop rate
* Increase maximum gem cluster size

**Weapons**

* Pistols
* Machineguns
* Shotguns
* Flamethrowers

**Explosives**

Explodes dealing AOE damage to nearby enemies and dirt tiles (dirt tiles destroyed with explosives don’t drop gems)

* Landmines
* Sticky grenades – sticks to enemies and walls

**Support**

Support items are used for supplying positive effects for the player. Can be either passive (constantly affecting player) or active (needs to be activated – then wait for item to cooldown)

* Shield – survive a hit (needs to recharge)
* Health kit – Stackable, consumes on use

**Placeable**

Items that can be placed on tiles to defend the player and the gem converter.

* Turrets
* Defensive blocks

**Slot upgrades**

* Increase max weapons
* Increase max gems
* Increase max health

**Converter upgrades**

* Conversion speed
* Conversion efficiency – credits per gem

**Shop upgrades**

**Companions**

Different companions act differently – some orbit the player, while some follows the player’s path

**Characters**

* Miner – standard lazer and pistol

**Enemy types**

* Explosive – stops when in range of player or gem converter then explodes after a few seconds – explosion can be stopped if killed in time.
* Standard drones – Digs the fastest and deals low damage
* Darters – Moves slowly towards player then darts quickly when in range

**Cosmetics**