**Title:**  
*Dutchman’s Treasure*  
**Short Description:**

*Dutchman’s Treasure is an adventurous platformer set inside the hull of the wrecked Flying Dutchman. Players will take control of a bold but quirky hero who fights with cards to venture through each individual challenge and puzzle to reap the reward of endless riches. The 2-button combat/mobility/defense system will provide all the tools needed to progress, but only if each skill is mastered, and resources are not wasted.*  
**Game Type/Genre:**  
*2-Dimensional platformer with some adventure and puzzle elements.*  
  
**Scenario:**

*Johnny, the rogue card mechanic, finds the mysterious Flying Dutchman ship crashed on a small island. They enter the wreck in search of treasure, unknowing of the supernatural dangers that lurk inside.*  
  
**Game System:**

*Gameplay:*

*The game’s single level consists of several individual rooms, each with an obstacle or puzzle. Reaching the exit of a room will take the player to the next room until the final room is completed. The player has no health, so getting hit by an enemy, hazard, or falling too far will kill them. When the player dies, they will respawn at the entrance to the current room. In many of the rooms, pickups with treasure to lightly increase score, or chests with treasure to greatly increase score will be placed in hard to reach spots.*

*Obstacles and Enemies:*

*-Cannons: Fires a large projectile every few seconds. Can be set to fire in one direction, alternate directions similar to a sprinkler, or can track the player to fire directly at them.*

*-Swords: A ghastly cutlass that will kill the player if touched. Can sit in a single spot, follow a set trajectory or pattern, or rotate around a single point.*

*-Skulls: A rogue skull with wings. Will chase the player until the player exits the room, or the player destroys the skull. Can be killed with Clubs and Diamonds cards, as well as by cannon fire.*

*-The Kraken: A giant squid that will occasionally reach out of pits in the level to grab unsuspecting players.*

*-Chains: An obstacle that will block the player’s progress, either being attached to a ceiling and floor, acting as a wall, or being attached to 2 walls, acting as a ceiling or floor. Can be broken with Clubs and Diamonds cards, as well as by cannon fire.*

*-Mimic Chests: Chests that look like they contain treasure, but instead devour the player if the player gets close.*

*Player Control and Mechanics:*

*The player can run and jump, as with most games. To attack, or aid their mobility, the player has access to a 52-card deck, ordered in suit as Clubs-Diamonds-Hearts-Spades, with the suit changing the card’s effect. The player will have 2 buttons for cards, one to use the current card, and the second to discard the current card. Discarding a card during use will cancel its current effect, while hitting discard while not using a card will just remove the current card. Once a card is used or discarded, it is gone. When the player has used all 52 cards, they will have access to unlimited Joker cards, but they will have random effects.*

*Card effects:*

*-Clubs: Anchor. In the air, the player will hold on to the card as they drop down rapidly, destroying anything underneath them until they hit the ground. Using this on the ground will simply act as a ground-pound, destroying nearby enemies. Cancelling the effect will stop the player’s momentum (if still in the air), and the attack.*

*-Diamonds: Card Throw. The player will throw the card forward, killing any enemies the card hits, and pushing the player slightly backwards from the recoil.*

*-Hearts: Shield. The player creates a shield around them that lasts for a few seconds, protecting the player from most enemies and hazards. Using when falling will stop the player’s vertical momentum, helping protect them from fall damage. While the shield is active, no other cards can be used. Cancelling the effect will remove the shield. The shield can be broken by hitting the ground too fast, or by large enemies, such as the Kraken. Mimic chests will be able to grab through the shield as well.*

*-Spades: Trampoline. The player will place the card beneath them, then leap off it like a trampoline. On the ground, this grants the player a higher jump than normal. In the air, this gives the player a second jump.*

*-Joker: Random effect from the previous 4, but potentially weaker/shorter lasting.*  
**Game Play:**

*The player will be placed at the entrance of a room, and must reach the exit of the room to progress.*

*Controls:*

*-W or Up Arrow: Jump*

*-A/D or Left/Right Arrows: Run left/right*

*-K or NumPad 1: Use current card*

*-L or NumPad 3: Discard current card*

*-O or NumPad 5: Open treasure chest (If close)*

*-R: Restart current room*

*-Backspace: Restart the level*

*-Esc: Return to the menu*

**Backgrounds:**

*Menu: A map with golden lettering and a treasure chest, with an island in the background featuring a shipwreck.*

*Cutscenes: A rocky edge of an island with the Flying Dutchman’s damaged hull beached on the shore, and a mildly cloudy blue sky.*

*Gameplay: The wooden interior of the ship, featuring small objects such as crates and barrels, with lights on the walls, and chains hanging from the ceiling.*

**HUD/Splash Screen:**  
*The Main menu (Also the splash screen) will have 2 choices: ‘Start Game’, and ‘Controls’.*

*-‘Start Game’ will show a brief cutscene before beginning gameplay. When the demo level is finished, a second brief cutscene will be shown before returning to the menu. If the player is unable to finish the level, they will have the ability to restart the level, or return to the menu.*

*-During gameplay, the player will have a display of the next 4 cards in the deck, the number of cards remaining out of 52, and the number of the current room they are in. Text near the bottom of the screen will tell the player what key to press to restart the room, to restart the level entirely, or to exit to the menu.*

*-‘Controls’ will display the game’s controls as well as some explanation of how the card suit system works, and what resources the player has during gameplay, and will then take them back to the menu.*

**Audio Requirements:**

*Player: 2 hit sounds, one for getting hit by an enemy, and the other for fall damage. 4 different sounds for the different card suits, as well as a noise when discarding cards. A magical sound for respawning.*

*Level: Cannons firing, cannon ball impacts, treasure chests opening, coins being picked up, a crash for when obstacles and enemies are destroyed.*

*Ambience: Ocean tide when outside the ship, an ominous tone when moving from one room to the next.*