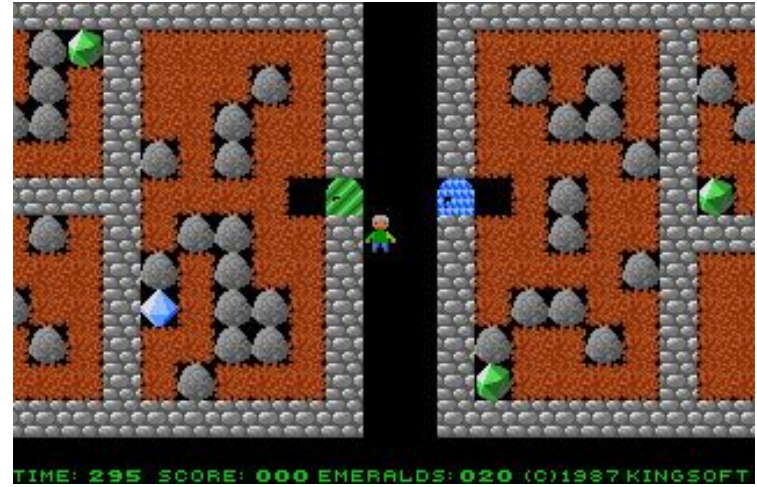# The Pitch

Game: Diamond Cave (subject to change)
Team: GameChangers

Inspiration

- Game based on Emerald Mine
- A roguelike puzzle game
- Social interactive aspects
- A ranking system for runs will exist to add a competitive aspect

Game aspects

- 2 player co-op experience
- A team has a shared life pool
- A set number of maps can be played in a run
- Maps are divided into world with a certain theme
- The order of maps encountered is shuffled
- The difficulty of maps increases as you progress
- There is a global ranking for completed runs with scores based on how well you did in the run
- Different maps have slightly different objectives. (e.g. collect all diamonds in map, solve a puzzle, etc.)
- Perks are offered after each finished map
- Players can interact with objects in the environment and use them to their advantage

Core gameplay

1. The game starts with 2 players.
2. Start at first map in the first world (The order of maps past the first are random, but the first is always the same).
3. You move through all maps of the first world.
4. After finishing each map, you are offered to get one perk that will grant your team the bonus of your choosing.
5. If you die, you respawn at the start of the current world you're in.
6. When you finish all maps for world, the checkpoint is achieved and you move to the next world.

Potential Extensions

- Career stats for players (e.g. total amount of maps cleared, total time spent playing, total diamonds collected, etc.).
- Teams can play and compete against each other in real time.
- Hardcore mode where dying ends the run instead of resetting to the last checkpoint.

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