



Going Up!-Concept Document

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What to Expect?

- Oh no! During a small excavation attempt, you realized digging a large hole with absolutely no prevention of falling in was a bad idea! Now, you must climb your way out of the dirt while avoiding the dangers that lie beneath.
- Use your limited equipment wisely! Beware of your supply and how strong your tools are. You may only find upgrades at certain levels of dirt.
- Are you brave enough to go up?

Gameplay Style:

- You, the climber, are tasked with getting out of this trench-like hole with only your wits and limited gear. Collect resources to replenish your tools and collect better gear as you climb.
- As you get higher, the danger increases. Be aware of the insects and hostile enemies you encounter as you progress, fight them off to keep climbing and reach the top of the hole before your equipment or life give out.

Concept of what game will look like:

A sketch of the trench as you fight enemies showing
tool durability, highlighting core of gameplay.



Features of the Game:

Features include (but not limited to):

- Movement through grabbing sides of trench.
- Upgrading Equipment
- Resource Management
- Combat

Main Pillars of Gameplay:

- **Climbing [40%]:** The main piece of gameplay is clinging to either side as you try to get out of the hole before the worst occurs.
- **Fighting [35%]:** With plenty of obstacles in your way, enemies will need the best equipment you can muster and will need to be taken care of before your health depletes.
- **Resource Management [25%]:** As you progress, you can acquire resources in limited supplies to help you on your way but be careful not to use them all before your next checkpoint!

Skills used to make the Game:

- Classes: Player, enemies, upgrades and tools.
- Arrays: Enemy difficulty, resources.
- Graphics: Sprites for player, enemies, background and tools.
- Source Control: Using Git and Git-hub to keep everything together.
- Documentation: Commenting in code and Design Document.
- Teamwork: Learning to collaborate and share work.
- Software: Visual Studio and Photoshop/Aseprite.

Enjoyment Goals:

- The game will aim to be very linear, with a simple goal but a fun way of getting from point A to B.
- The game may be able to be completed much faster on a second and subsequent playthrough, allowing players to challenge themselves and replay the game to get a better time.
- Through trial and error, players will discover that every new upgrade may not be the best one and must choose carefully which ones to keep or not.

Elements of the Game:

- Visual Assets-15
- Audio Assets-5
- Menu-10
- HUD-5
- Core Gameplay-20
- Advanced Gameplay-10
- Basic Graphics-15
- Advanced Graphics-10
- Video/Management-10

