HUNGER FOR GOLD

Do Thuy Duong / LDK923
Petro Erik / YCSNU5

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Introduction:

Hunger for Gold is a mining simulation game, where the player controls a machine and trying to collect as many minerals as possible.

Aim of the Game:

The main objective of the game is to survive, while trying to get points to upgrade elements of the machine, so that surviving is easier.

Course of the Game:

The game is built up from multiple different components. It contains a Silo house, a Machinist house, multiple minerals, bombs and enemies, and, the main element of the game, the machine that is controlled by the player.

The aim of the player to collect minerals by moving the machine with WASD keys.

The machine is built up from 3 different parts. The drill, the storage, and the fuel tank. All of these three elements can be upgraded.

When the machine collides with any of the minerals, then points are added to the Actual Points, and the location of the mineral is changed. There are three type of minerals: gold, silver and bronze. The amount of points added depends on the tpye of the collected mineral. Gold is 300 points, silver is 200 points and bronze is 100 points. Collecting minerals uses space in the storage of the machine, when it is full then no minerals can be collected. The movement of the machine uses fuel so the amount of fuel is always decreasing by the time.

Before:

After:

When the machine collides with the Silo house, then the fuel tank is refilled, the space of the storage clears up and all the points that are collected, number of the Actual Points, are added to the Total Points. These points can be used to upgrading the machine.

Before:

After:

If the player has enough points, then he/she can move the machine to the Machinist house, where the different parts can be upgraded.

Process of upgrading:

Upgrading an element has a fixed price of 5000. If the player upgrades an element then the price is subtracted from the Total Points.

By pressing F1 the drill component can be uprgade. Based on the level of this element, the machine moves faster.

By pressing F2 the storage can be upgraded. The number of minerals can be collected depends on the level of this element. Higher level means more minerals can be stored.

By pressing F3 the capacity of the fuel tank can be upgraded. Higher level of this element means the machine can move around the map for longer time without the need to refill.

The max level of each part of the machine is 3.

Before upgrading storage:

After upgrading storage:

Enemies and Bombs:

At the start of the game a random number of enemies and bombs are created. Enemies are monving across the map from one side all the way to the other side. Bombs are more static components of the game. They have a fixed location, that is changed in every 5 seconds.

Bombs and enemies are very dangerous elements of the game, because if the machine hits any of these the game is immediately Over.

End of the Game:

There are three different ways that the game can be over. If the machine hits any of the bombs or enemies, or the machine runs out of fuel, then the game is over.

Out of fuel:

Hit an enemy:

Hit a bomb: