**Game Jam Game - Miner Inconvenience**

General Game Info

Genre: 2D Top Down Adventure/ Puzzle?

Controls: Keyboard/ Controller?

Player(s): 1

Summary

Game starts off with the player entering the mine as a new gold miner. Foreman explains that they are to mine gold and to look out for pyrite(fool’s gold). The foreman explains the difference between pyrite and gold and what they look like. The foreman leaves and the player is left to mine, when suddenly the mine collapses.

The player must then try to escape the mine. The player is left in the dark with nothing but your pickaxe, headlamp, and dynamite.

Once the player takes control they can mine the mineral deposits for either pyrite or gold. Each swing of the pickaxe will drain the player’s stamina. The player must use pyrite to light the dynamite to blow up walls to escape the mine. They must conserve their stamina by mining only pyrite. However, the player is never informed of this.

The game will have somewhere between 5 to 10 randomly generated rooms that the player must go through in order to escape. If the player’s stamina runs out, they die with a screen displaying a message “You died with X amount of gold”, keeping the player’s focus on the gold. There may be a low chance that some of the rooms have a lunchbox to restore the player’s stamina.

Player

Equipment:

* Pickaxe
* Headlamp
* Dynamite

UI

* Stamina meter
* Gold count
* Pyrite count

Gameplay

* Player can use pickaxe to mine for minerals
* Each swing of the pickaxe depletes stamina
* Player must collect pyrite(fool’s gold) to ignite dynamite in order to escape each room
* Player’s should avoid mining actual gold in order to preserve stamina

Rooms

* Each room will contain a wall(s) in which the player can blow up using dynamite
* Each room will contain various mineral deposits, in which the player can mine
* The occasional lunchbox may spawn, which will restore some stamina

Mineral Deposits

* Creates spark when hit
* Different color of spark for each mineral deposit to help the player identify which one they are striking