TBD Project Name(s):
Tunneling Tappy's **or** *Gat Grotto* **or** *Mouse Cove* **or** *Milestone*

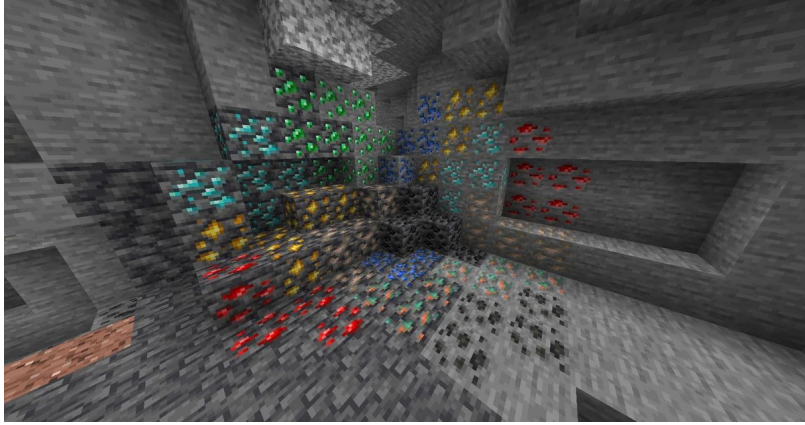## Moggie Productions:
Lillie Volpe, Ben Muller, Chris Boles

About The Game

- A Cat Miner (the ground type)

- 2.5D Platformer with Keyboard/Mouse controls

- Goal: Player must get to the center of the earth

# Gameplay Loop Conceptualization

Collect Ores and Resources

The player will solve puzzles, defeat enemies, or complete challenges to gain gems in different areas of the world. They can also gain resources from world pickups or enemy drops.

Underground Shop

The player will use the shop to craft the next upgrade to their tool using their gathered gems, which will allow them to continue to the next area. They may also purchase upgrades or power-ups with collected resources.

Advanced Character Control
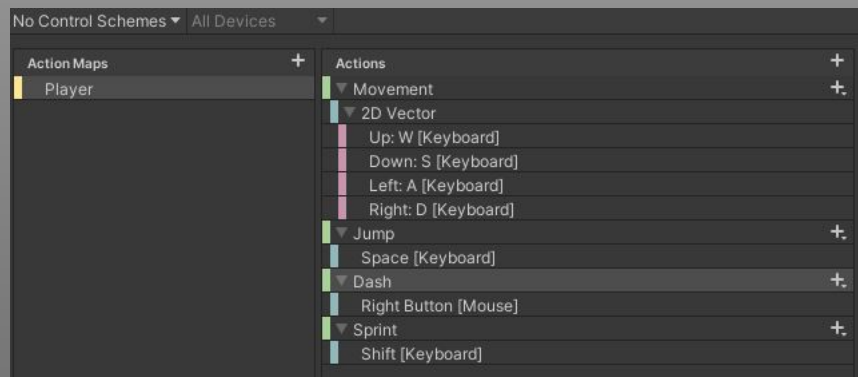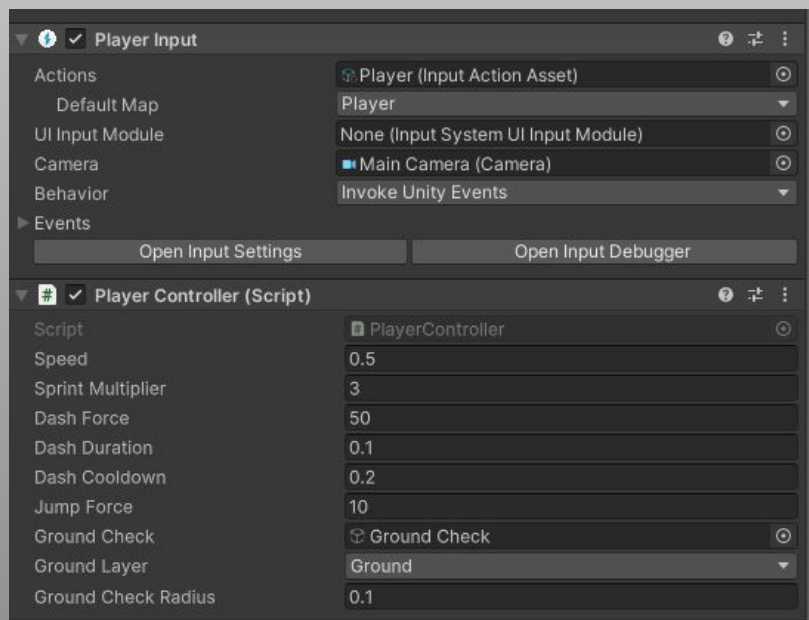
Why Unity Input System?

- **Easier Customization**, as our group is familiar with this system
- **Available Documentation** for more advanced or desired player movements

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Camera System Fine-Tuning

Cinemachine
and Zoom Mechanic

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- A Perspective Camera and Virtual Camera that stays on a fixed z-axis, toward the player
- (Eventually) The camera has the ability to zoom out to allow player to look a the entire level
- Attempting to make the view appear as a 2D side scroller with a z-axis and 3D visual assets
  - Suggested Games for Reference:
    - Paper Mario
    - Mega Man 11
    - Guilty Gears
    - Octopath Traveler
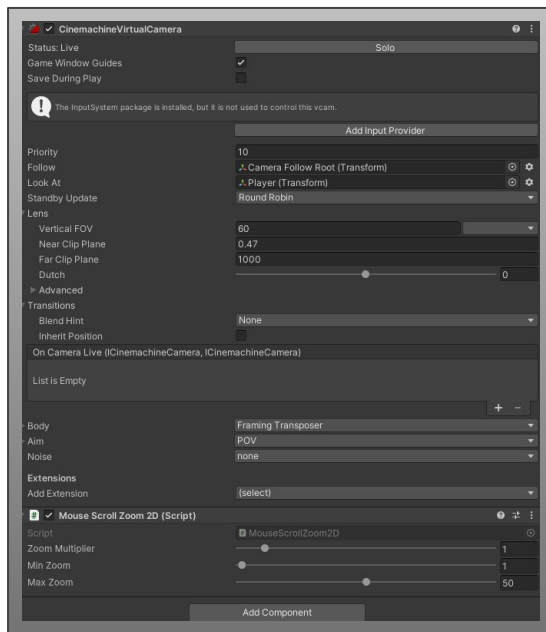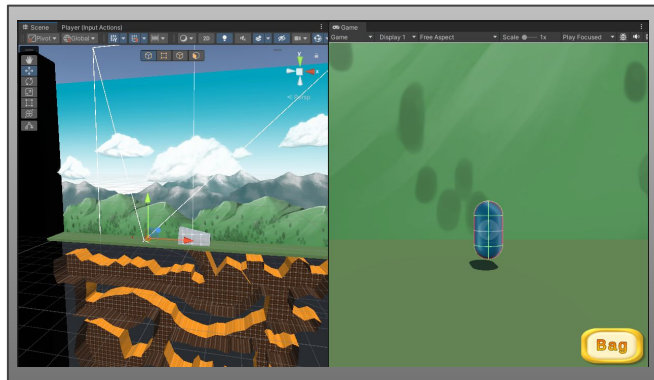
Level Expansion
&
Environmental Storytelling

Level Expansion/Environmental Storytelling

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- Currently, we are working on one main area of the game. This is the area directly below the surface.
- As the project progresses, we will be able to better align the scope of the game with our available time and resources, which will decide how many levels get made.
- We aim to play into a more comical, lighthearted mood while also maintaining a cat motif, and we plan on doing that by incorporating art assets relating to cats in the level.
- While the game is more lighthearted, we also do want a level of suspense. As we figure out some lighting and environment design choices, we will decide how to balance

Art Integration

Characters and Objects

To correspond with a more lighthearted tone, we selected assets that are more simplistic and cartoony. Brighter colors and simple details will allow the game to have a more playful feel.

UI/UX and Mechanic Systems

To make the game more accessible, we decided to go for a more plain and minimalistic user interface. The focus should be more on the world we're developing, and the game does not need overly complicated UI.

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