A brief description of your game idea, including genre, target audience, main mechanic, and narrative. Put this in a word or PDF doc.

Team Name: Moggie Productions
TBD Game Name: *Tunneling Tappy's or Gat Grotto or Mouse Cove or Milestone*

Our game centers around a spelunking cat. The game will not be scary, but rather a warm caving game. Players will guide the cat through a variety of cave networks, which will eventually lead to the earth's core. This game will be a 2.5D platformer/RPG with 2D characters and critters set in a 3D setting. The player can mine ores and other materials located throughout the cave habitat. The player can mine the environment, attack harmful monsters, and repel down. The player can also turn in their resources to a shop that sells powerups and additional lives. If a player is hit by an enemy or hazard, they will lose one life. However, if a player equips a powerup before getting harmed, they will simply lose the powerup rather than their life. If the game stays on track, further aspects may be included.

Effects will include:
- When player strikes objects, a particle effect is activated
- Cave ambiance background, cat sound effects, mining sound effects, and enemy sounds.

Reflection:
We have a good sense of what we want out of this and how we work together. We are able to create a strong project plan with plenty of ideas and inspiration for more content. This will be a very interesting assignment, especially thanks to the given prompt, as it breeds creativity that helps focus what we want to do.