

Project Design Document

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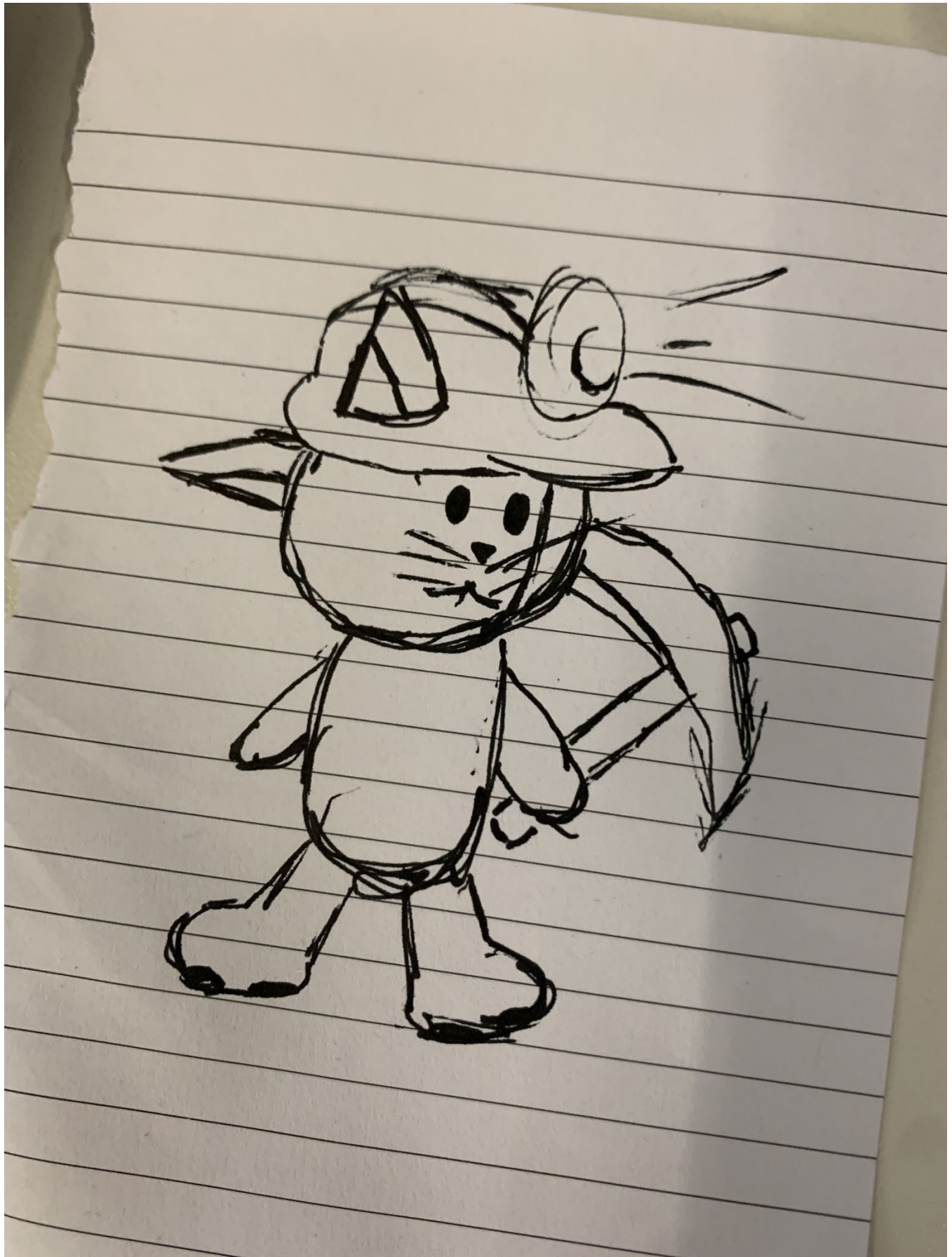
Project Concept

1 Player Control	You control a <div>A Cat Miner (the ground type)</div> in this <div>2.5D Platformer</div> game	
	where <div>Keyboard (possibly mouse if possible)</div>	makes the player <div>Move left, right, repel down, mine/attack</div>
2 Basic Gameplay	During the game, <div>Ores/Resources</div> appear from <div>A predetermined place underground</div>	
	and the goal of the game is to <div>Get to a lower level, and explore more of the underground cave system</div>	
3 Sound & Effects	There will be sound effects <div>Cave ambiance, cat sound effects, mining sounds, enemy sounds.</div>	and particle effects <div>When player strikes ground/object, a particle effect activates</div>
	[optional] There will also be <div>TBD</div>	
4 Gameplay Mechanics	As the game progresses, <div>Player would mine and repel down deeper into cave system. Spelunking</div>	making it <div>Rewarding as you collect and progress through the game through platforming</div>
	[optional] There will also be <div>You can submit resources and earnings to a shop for powerups and extra lives.</div>	
5 User Interface	The <div>lives</div> will <div>increase/decrease</div> whenever <div>Depending on current hit points or powerups equipped</div>	
	At the start of the game, the title <div>Tunneling Tappy's or Gat Grotto or Mouse Cove or Milestone</div> will appear	and the game will end when <div>Player reaches the Earth's Core</div>
6 Other Features	<div>Game will be not scary, more cozy caving game. May add other elements if game is on schedule.</div>	

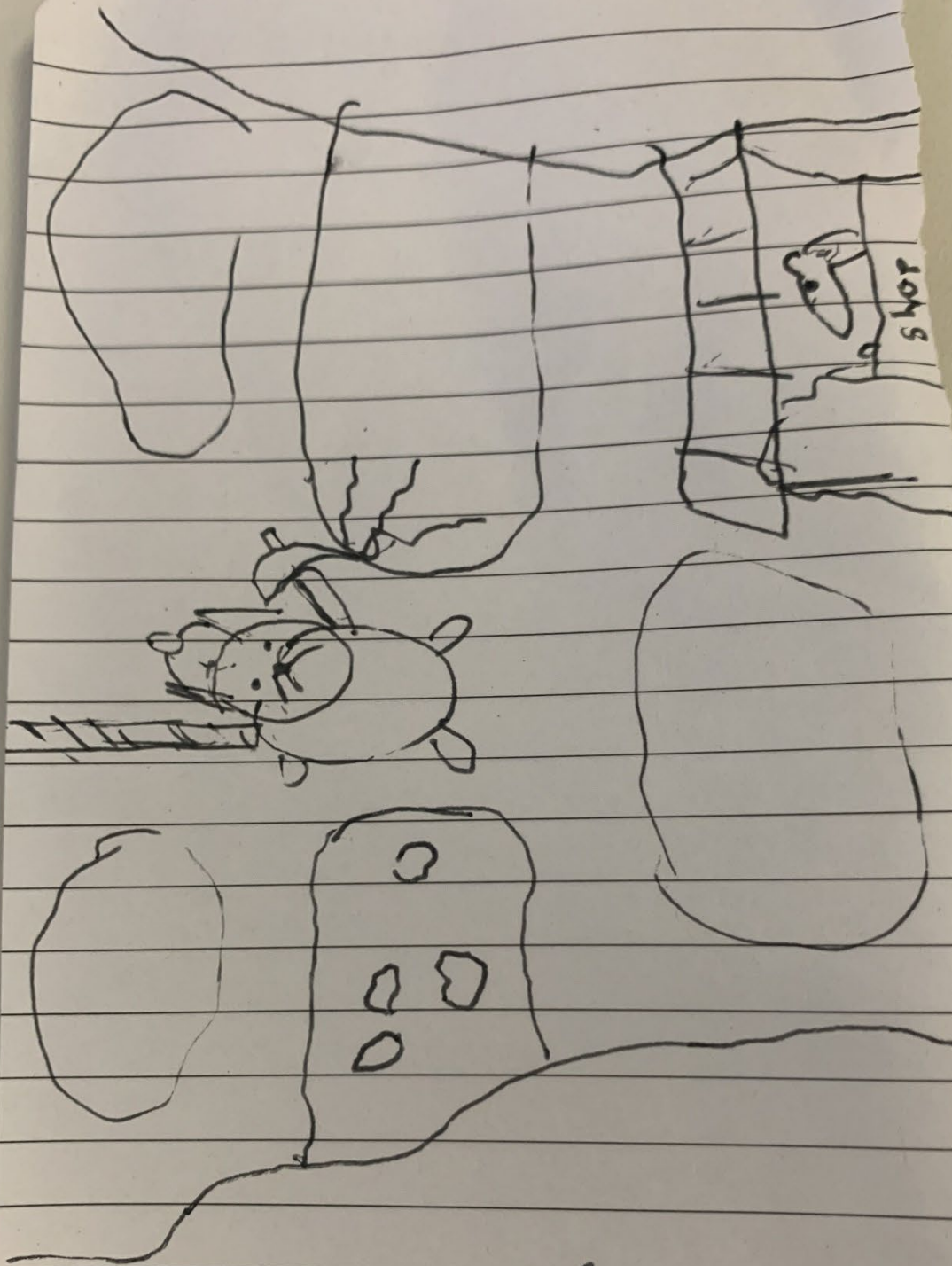
Project Timeline

Milestone	Description	Due
#1	<ul style="list-style-type: none">- Establish art and aesthetic, character creation	Week 4
#2	<ul style="list-style-type: none">- Map out or blockout level design and gaming mechanics. Finetuning Game Elements	Week 5
#3	<ul style="list-style-type: none">- Design UI, making it look simplistic and cartoony. Not distracting and clearly comprehensible.	Week 6
#4	<ul style="list-style-type: none">- Character/Enemy Animation, movement, mining, attacking, repelling	Week 7
#5	<ul style="list-style-type: none">- VFX Implementation, mining particle effect, audio, lighting	Week 8
Backlog	<ul style="list-style-type: none">- Powerups- Shop for player to exchange items.- TBD if we think of anything else	Week 9

Project Sketch







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