**Cavern Crush Rush:**

By <Company Name>

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# **Game Overview**

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# **Gameplay**

## Game Goal

* if you fail the puzzle, the ave start blocked off the way back by flooding
* craft up items to completed the puzzle

## Game Mechanics

* mine cart system to trade items to help solve puzzles on two sides of a level
* one side would have a certain puzzle mechanic, and the other side could have a different mechanic. Then each player gets items or something that would help the other player solve their puzzle
* local co-op

## Puzzle

* bomb up the wall
* martial find throughout the level by a pickaxe that only one player has

## Controls

### PC - Single Player Mode

Player 1:

Move: WSAD

Use: F

Player 2:

Move: up, down, left, right

Use: Right Shirt

### 

### Xbox - Single Player Mode

Player 1:

Move: Left Stick

Use: L2

Player 2:

Move: Right Stick

Use: R2

### PC - Co-op Mode

Player 1 = keyboard controller 1

Player 2 = keyboard controller 2

Move: WSAD or arrow keys

Use: E

Xbox - Co-op Mode

Player 1 = xbox controller 1

Player 2 = xbox controller 2

Move: Left Stick or D-pad

Use: A

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# **User Interfaces**

## Player Hub

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# **Game Engine**

Godot 4.1

# **Source Control**

GitHub

# **Game Credits**

## Team Roster

Daniel Cox : Lead Developer

Watson : Designer (shaders programming, sound effect, and music)

Simon: Level Designer, Programmer

Alex: Programmer

## Assets

[https://opengameart.org/content/fre](https://opengameart.org/content/free-game-items-pack-2)

[e-game-items-pack-2](https://opengameart.org/content/free-game-items-pack-2).

<https://kenney.nl/assets/tiny-dungeon>

# **Development Plan**

# Prototype 1

## About The Prototype:

This is a proof of concept built in 2D top down, using Kenney’s art assets.

## [GitHub Projects](https://github.com/users/Simon-Losier/projects/7/views/1?pane=issue&itemId=44305289)

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