# Brief

A 2D side scrolling game where the player will go down through mines and caves where the player will encounter different levels of materials (these will be tokens) that can be mined as well as enemies which will be different types of monsters that the player will have to evade or kill to get past them. The deeper the player goes the better level of materials but also harder and stronger enemies. If the player dies, he will lose everything he has on him that includes both all the tokens he mined so far and the gear he had with him.

During the game the app will mine the dedicated cryptocurrency for the game.

# Inspiration

### Steam World Dig 2

Steam World Dig 2 is a side scroller tile-based mining game, which also has enemies and some platformer type areas. I got the inspiration for combining the platform play style with some breakable and diggable blocks on the map.

### Shovel Knights

Shovel Knights is a side scrolling platforming game where the player goes through different levels which have different obstacles on them that can be mined or must be dodged because they deal damage, there is also many different enemy types. This game is where I got my inspiration from for having some breakable obstacles and obstacles that can damage the player on levels and the different enemy types.

# Feature Set

Platformer type movement

Upgradeable equipment and gear.

Co-Op with a possible split or steal room chance. (?)

Tokens (materials) of different level 3-5 with different spawn rates and worth.

Randomized levels. (?)

Use the gear and equipment as NFT’s. (?)

# **Game World**

### **Main Area (HUB)**

The main area (hub) is a basic flat area which will contain all the different shops and upgrade stations that the player will be able to use for upgrading their gear and equipment.

It will also have a cave/mine entrance where the player can access to start digging and getting stuff.

### **Levels**

* Harder the deeper you are
* Randomly generated (?)
* Obstacles (breakable and ones that the player must dodge to avoid taking damage and death)
* Mineable token blocks (different mine/cave levels will have different token levels)
* Random enemies of different types generated on different levels
* At deeper levels a chance to spawn a boss room which will give high rewards, but the boss will be hard (?)
* In co-op a chance of a room with a game of split and steal (the two players will be put together in a room and each one has top select split or steal) to spawn (?)

# Game Characters

### Player

The player will be able to use multiple different weapon and armour types and upgrade them as well to make them more efficient and better.

Possibly also make the player have some upgradeable stats and features.

### Enemies

5 enemy types

* Basic (low health, low speed, random left and right movement, doesn’t chase the player, player takes damage from walking into him)
* Normal (medium health, medium speed, random left and right movement and jumping when he hits a wall, only becomes aggressive when the player is too close)
* Seeker (fast but low health)
* Swarm (medium speed and health but once it gets alerted all the swarm enemies within a certain range get alerted to the player)
* Tank (slow speed but high damage and health)

# Weapons and Gear

3 types of weapons:

* 1 handed used with a shield, second 1 handed weapon or nothing in the second hand (fast, medium damage, small – medium reach)
* 2 handed weapons (slow, high damage, medium – high reach)
* Ranged weapon (slow/fast, high/small damage, high – extremely high reach)

3 types of armour:

* Light (low armour, fast speed)
* Medium (medium armour, medium speed)
* Heavy (high armour, low speed)

Gear and utilities

* Pickaxe (depending on level faster mine speed and bigger mine damage)
* Healing items (used to heal some of lost hp)
* Climbing boots and gloves (used to move up walls and across the ceiling)
* Grappling hook (?)