**Title**

**Genre:** Adventure, Mining, Simulation, Scrolling game  
**Audience:** Fans of mining/survival sims and pixel-art adventure games?

**Concept:** You play as a miner descending into a dangerous underground world, seeking resources to upgrade your tools to find a lost friend. Along the way you’ll face hazards, hostile spiders, and the ever-present risk of running out of stamina. The objective? Mine as deep as possible to find your lost friend who went missing years ago and avoid becoming the next missing miner.

**Gameplay & Mechanics:**

* Upgrade system for mining tools
* Grid based mining with WASD movement and directional mining
* Mine 1 block in the direction you are facing
* 3 slot inventories for materials
* Collect stone, gems, food, potions
* Avoid lava, traps, and spiders
* Spiders use AI to track the player
* Health regenerates on the surface
* If you cannot return to the surface, you lose

**Upgrades and progression:**

* Better mining tools
* Stamina and health upgrades
* Mining range and jump height

**Key Features:**

* Depth based progression: materials needed for later upgrades are found deeper in the mines.
* Stamina and survival system: manage your stamina carefully as running out means game over.
* Dynamic mining tools: upgrade from basic pickaxes to drills with extended mining range.
* AI enemies: spiders will use AI features to track and hunt the player.
* Surface hub: A safe zone to heal, upgrade, and prepare for the next descent.

**User Interface:**

* Minimalist HUD: Clean interface showing health, stamina, depth, and resources.
* Surface upgrade menu: Simple and intuitive menu to upgrade mining tools with resources.
* Depth indicator: Depth tracker to show how deep you have gone.

**Unique Selling Points:**

* Compelling narrative: Missing friend engages players…
* Tactical depth management: returning to the surface isn’t optional, it’s essential to survive and progress.
* Replay ability: Randomised resource locations each play
* Satisfying progression: A meaningful upgrade loop with visual gameplay changing tool evolution.