**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:**

**Player Goals:**

**Key Features:**

**User Interface:**

**Unique Selling Points:**