**Game title**

**Genre:** Adventure, Mining, Simulation  
**Target Audience:** Fans of mining sims and roguelike 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 and Player Goals:**

In *GAME TITLE*, the player controls a miner on screen with their connected keyboard or controller. The player can mine the blocks in the world around them to head deep into the mines. On their journey, they will collect dirt, stone, and rare gemstones which can all be used to upgrade their abilities and tools on the surface!

While underground, the player must take care to avoid a variety of hazards like lava, traps, and spiders which will chase the player. The player must also manage their stamina wisely, because if they can’t make it back to the surface, they’ll be stuck down there forever…

The player’s goal in *GAME TITLE* is to traverse deep into the mines, gather resources, return to the surface, upgrade their tools, and dig even deeper. To win, the player must reach the bottom of the mine and find their friend who went missing here many years ago…

**Key Features:**

* Depth based progression where rarer materials are found deeper in the mines.
* Stamina system which must be managed carefully as running out could mean game over!
* Dynamic mining tools - Upgrade from basic pickaxes to drills with extended mining range.
* Enemies in the mine will use advanced 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:**

* A compelling narrative with a touching story about friendship.
* Tactical depth and stamina management - returning to the surface is essential to survive.
* Replay value due to the randomised resource locations each play.
* Satisfying progression: A meaningful gameplay loop with a visually changing tool evolution.