**TIMELESS EXCAVATION:**

Game Design Document

**TABLE OF CONTENTS:**

Game Overview . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . 1

Unique Selling Points . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . 1

Competence Titles . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . 1

Synopsis . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . 2

Game Objectives . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . 2

Game Rules . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . 2

Game Structure . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . 2

Gameplay . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . 2

Game Controls . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . .2

Game Camera . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . 2

HUD . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . 2

Player . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . 2

Level Design . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . 3

STUDENT(did everything): Alec Alfiler

**GAME OVERVIEW:**

Title: Timeless Excavation

Platform: PC

Genre: Arcade

Target: Casual gamer from ages 4 to 21

Timeless Excavation is a 2D down scrolling arcade game where the Player is a rocket with a drill on top. The player’s job is to unearth all of the unique ores that are hidden beneath, by drilling into the ground. Due to the rocket’s high fuel usage, the fuel percentage decreases rather quickly, so in order for the player to prevent themselves from running out of fuel and being stranded, they must gather coal to replenish a small amount of fuel! Coal and other ores become more scarce as you continue to go down.

**UNIQUE SELLING POINTS:**

Simple

Relaxing

Satisfying

**COMPETENCE TITLES:**

Arcade Gathering by Alec Alfiler

**SYNOPSIS:**

An unexplored area has been discovered by you. Your goal is to unearth some of the most rare ores and gems with your mighty rocket. Attain a good amount of them, and call it a day. This place is Timeless, so spend a lot of it. Just don’t run out of fuel..

**GAME OBJECTIVES:**

Collect:

* 10 gold ore
* 5 diamonds
* 4 rubys
* 3 emeralds
* 2 draconic ore
* 1 light orb

**GAME RULES:**

You must collect ALL of the items (along with their amount) in order to beat the game. However if you run out of fuel, that results in a failure / loss, and the game will automatically restart.

**GAME STRUCTURE:**

Title Screen —> Gameplay —> Credits / Game Complete Screen

**GAMEPLAY:**

Game Controls:

* Movement:
  + Up arrow, Down arrow, Left arrow, Right arrow
* Destruction:
  + X | Up + X | Down + X | Left + X | Right + X

Game Camera:

* Upon the actual game being ran, the camera will simply follow the character wherever the player decides to move.

HUD:

* Fuel Percentage
* Objectives: Gold | Diamond | Ruby | Emerald | Draconic | Light collected

**PLAYER:**

Player Character:

* A rocket with a drill at the top of it. Made by people who wanted to travel to different planets and see what is hidden within them.

Player States:

* Idle: rocket will be faced up.
* Movement: rocket will point in the direction of the arrow pressed.

**LEVEL DESIGN:**

The level consists of a big tile map that is filled with dirt, stone, and ore blocks that are meant to be broken to continuously advance through the game. Flying around above the blocks achieves nothing since what is needed to be collected is down. Beneath the special ore tiles contains prefabs for the specific gem or ore that the tile block specified, which will add to the counter (or for coal, add fuel).