Prison Dig Game

Working Title: Prison Dig

# Story (Post-MVP)

You play as a prisoner who has managed to escape the prison compound by digging his way underground out of his prison cell (The cell was located on the lowest floor of the prison for some reason).

Dig your way to the next country (into Canada, from USA) while thwarting police who try to apprehend you using a variety of equipment such as dynamite, stun guns, and even the environment (water mains, sewers).

# Characters (Post-MVP)

Protagonist (You):

A prisoner who’s sick and tired of living the con life. You have managed to dig a 6-foot hole into the ground using a metal spoon you filched from the prison mess, but now that you’ve managed to smuggle in a real shovel, you can finally start with the real prison breaking.

# Level/environment design (Post-MVP)

All underground:

Biomes are (this can change with time):

Desert – Sandy themed dirt, digging is fast. Unfortunately, the police can dig fast too.

Suburban – Temperate climate themed dirt, digging is slower, some water mains around.

Big City – Dirt same as suburban, more bedrock present, electricity mains and subway lines present.

# Gameplay

Core Mechanic: DIG DIG DIG!

Playing field is a simple 2-D grid rendered from a top-down perspective. Level (in)finitely scrolls forward.

Level will switch between biomes after set distances (POST-MVP)

The player can also use items such as dynamite and stun guns to block tunnels, incapacitate police, or dig faster. (POST-MVP)

The game also has left/right bounds, and creates the game in chunks as the player moves forward, destroying chunks that are too far behind the player (or have no police or other moving objects)

# Art

2D pixel-based art, using simple 32x32 sprites per block.

For the MVP, we will use whatever sprites we can find from the asset store to serve as placeholders.

Moving forward, the art should follow a consistent 80’s arcade theme. The dirt should remain largely neutral/natural (Black/Grey/Brown), while special features should be distinct (Warm/Cool colours like Red/Blue/Yellow).

Player wears blue jumpsuit (brown splotches if possible), and wears a red cap to distinguish himself from the environment.

Police will be in blue.

# Sound and Music (Post MVP)

BGM: 80’s chiptune style. Likely will have to pay someone to compose it for us.

SFX: 80’s chiptune style.

# User Interface, Game Controls

‘Up down left right’ touch buttons on lower-left of screen.

Use equipment buttons on lower-right of screen. (Post MVP)

# Minimum Viable Product (MVP)

Single level, no enemies, player can only dig.

Bedrock walls on left and right to deny the player access beyond the left/right bounds of the game.

If the bounds extend beyond the game’s screen, the camera must move with the player until the bounds.

The game has no defined end, and can progress indefinitely. Score is equal to the number of tiles the player has dug forward.