The game I will be creating will be similar to that of a roguelike. This means each playthrough gives the player an opportunity to create a unique build each time. Additionally, once a run ends whether through winning or losing all stats and upgrades are reset. This will be a 2D pixel-art game. I have created pixel art sprites and backgrounds in Aseprite. I created the game music in GarageBand, and sound effects will be downloaded from <https://www.freesound.org/> .

In this game, the player is a mole defending against waves of enemies by slashing through them. As a mole, the fighting territory is within the earth; Periodically, stats boosts or special abilities will be offered to the player where they may pick one from a random selection. In order to win, a player must defeat the final boss. Wave “levels” are decided by number of kills. Staying alive is the objective.

There will be 2 game modes: Normal and Hard. In normal mode, players will have 5 lives. A life is lost when an enemy hits a player (once). In hard mode, players are given 2 lives and 1.5x progression speed. This means wave levels are progressed quicker which in turn increases the rate at which players receive upgrades.

The player will use a keyboard and mouse to move their character around. The standard WASD keys will control character direction, and the mouse will be used for attacking.

There is a plot in my head, but I think due to my inexperience with Aseprite (my first time making pixel art and I have never animated stuff), I will not include the plot since it would require animation! The game is still sufficient due to the nature of its genre. Many roguelikes do not follow a plot and are simply enjoyed for their gameplay. Roguelikes are typically more strategy based rather than story-driven; therefore, I think players of the genre would enjoy this game.