

Game Pitch

Game title: Dig Quixote

(Through the Earth) (adventure to the core) (To the core) (Dig Earth)

Story:

"In an era long past, there dwelt a man, a dreamer. From the earliest days of his youth, he felt confined by the narrow world in which he lived, a world his ancestors had known for generations. Born and raised in the depths of a secluded canyon, where his forebears had dwelt for centuries, with steep cliffs on either side that barred any egress, he yearned for more than the tales and dreams of the vast expanse beyond this imprisoned space. Firm in his conviction that the world's ends wove together in mysterious unity, he believed that with relentless perseverance in burrowing the depths, he would, in time, find himself on the opposite edge of our globe. And so, one fateful day, armed with nothing but his trusty pickaxe and the fire of his dream, he embarked on his grand odyssey..."

Core game design elements:

Rendering:

Background: (static), can not interact.

Scenarios: Similar to containers, which have layers and layers of blocks, walls surrounding, cannot interact or break.

Basic UI: Some buttons, some information of current game level, times remaining to break earth.

Geometry/Sprites/other assets:

Player: Sprite

Blocks: Cubes with different appearance and characteristics. (e.g solid, gems, magma, etc.)

2D geometry manipulation:

Gem blocks can be pushed left or right by the player.

Gameplay logic:

Player actions:

1. Using the keyboard to control the movement of the player, the player can go left, right, or jump max 1 block high.
2. Players can use the pickaxe to break some blocks.

Pickaxe durability: In each level of gameplay, players have a limited number of times they can break the earth block they want.

Rocks: Can't be broken by the pickaxe or pushed by the player.

Special gemstones: There are special effects when three special gemstones are pushed next to each other (breaking all the blocks near by etc)

Next level: The player needs to reach the bottom layer to finish the current level of the game.

Physic:

Player can Jump (one level max)

Player can dig

Player can pull

Player can push

Gemstones can fall due to gravity

Audio:

Background music while the player is playing

SFX while digging, breaking blocks, triggering the traps..

Concept art:

