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10/11/18

Idle Game - Fuller Document

Working Title

Mining Expedition X

Concept Statement

An idle game based mining expedition where you learn to harness magic and make your way to the core of the planet.

Concept Paragraph and USPs

It's a idle-game based mining expedition where you learn to harness the power of magic. Find exciting new jewels and ores and upgrade your mining driller. Whilst digging, you might run into a magical rune that holds magical tomes/spells that will give your mining driller more efficiency, power, and magic abilities. Magic runes are the currency in the game, and it is how the player can progress their driller. The game offers a dynamic world in which the player can actually steer their driller through, featuring different ore/items in certain areas. For example, a player might steer their driller into an obsidian-ridden section of the planet. In order to avoid damage to the hull, the player spends magic runes to acquire a glowing, blue shield around the driller. Eventually, you will drill until you reach the center of the planet, where it is said the most powerful magic lies.

Genre

Idle Game

Player Experience

The player takes on the persona of Tom Jenkins and his mining crew, the oldest and most experienced miners in all of the universe. This crew has stumbled upon the legendary planet X57, which is rumored to have the most powerful magical runes. This grants players the fantasy of being an interplanetary miner who has found the most magic-rich planet in the universe. It also gives the player control of a large mine driller. The player will go through emotions of frustration, exhilaration, and happiness because of the randomness of the world, the desire to get to the center, and the satisfaction of upgrading the mining driller.

The player will upgrade the driller, buy generators, and progress through the different layers of the planet. Once they get to the center of the planet, they have an option to "prestige" and play the game again in order to gain more achievements, further upgrades, and rewards.

Core Game Loop
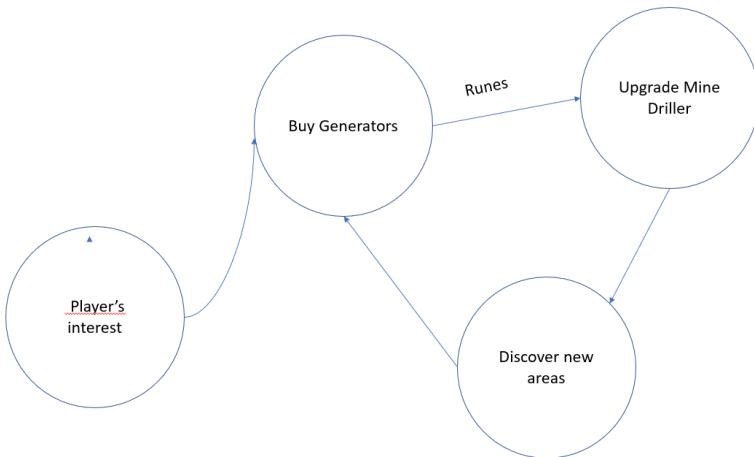
"Player's interest" represents the amount of commitment.

Key Moments

At the beginning of the game, the player will be introduced to the planet, why him/her and their crew are there, and to the ship's dynamics. The player will mine his/her first magical rune and spend it on their first upgrade. The player will go through struggles such as environmental hazards (lava, underground water, obsidian), as well as fluctuating periods of how dense the area is with magical runes. The ultimate victory for the player will be reaching the center of the planet, in which they unlock the most powerful magic.

- Intro to planet - gets player acclimated with why they are there and what to do.
- First magical rune - This enables the player to buy their first generator.
- Different biomes - To increase randomness and infatuation through art.
- Center of planet - Unlocks the next tier of magic, lets the player prestige

Art, Sound, and Music
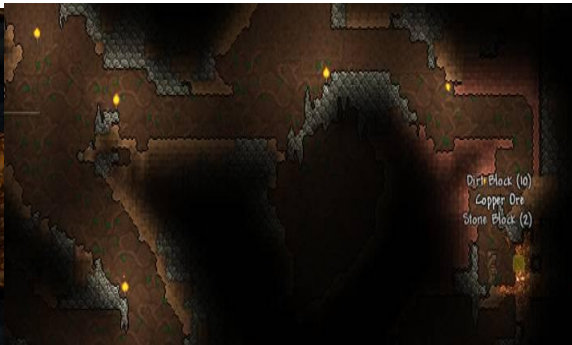
Spelunky ^   Terraria^

Visually, the game will be a mix between the pixel art styles such as Terraria and Spelunky. These art styles emphasize dynamic lighting and interesting rock textures. The tone emitted by these two styles is relaxed too, which is a good fit for an idle game. The music will be a futuristic 8-bit, deriving inspiration from games such as Hyper Light Drifter and FTL: Faster Than Light. This will match the pixel art style of the game, as well as the space-age time period. The combination of these two styles will produce a pixelated art style that features the earthy tones of Spelunky, and the futuristic lighting/ship textures of FTL. Sound effects will include various sound effects that will compliment the driller, upgrading things, and going through different biomes.

Player Objectives and Progression

The player is Tom Jenkins, an experienced interplanetary miner. The player starts with the knowledge that this planet was just another typical on their mining agenda, but that it gave off some unusual readings on their ship's scanners. The player progresses through the narrative by finding out more about the planet as they dig, uncovering the planet's secrets. The player's primary goals are to upgrade their mining driller and to reach the center of the planet, both of which are linear goals.

World Traversal Loop
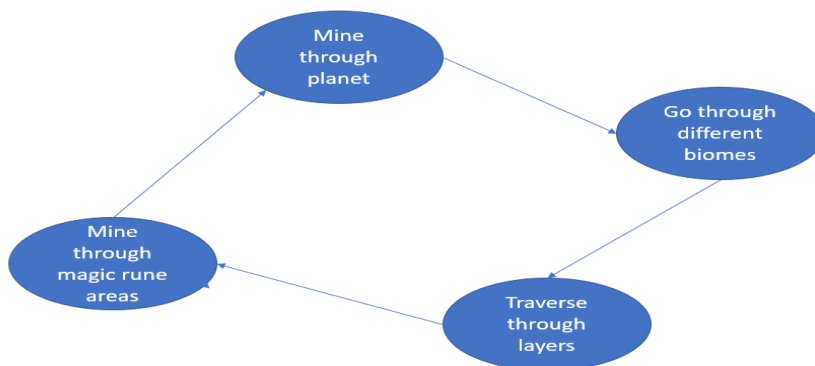
Game World

The world is set in the future a couple hundred years, where interplanetary travel and business is of the norm. Tom Jenkins has been a miner for 34 years, and has gone through many mining
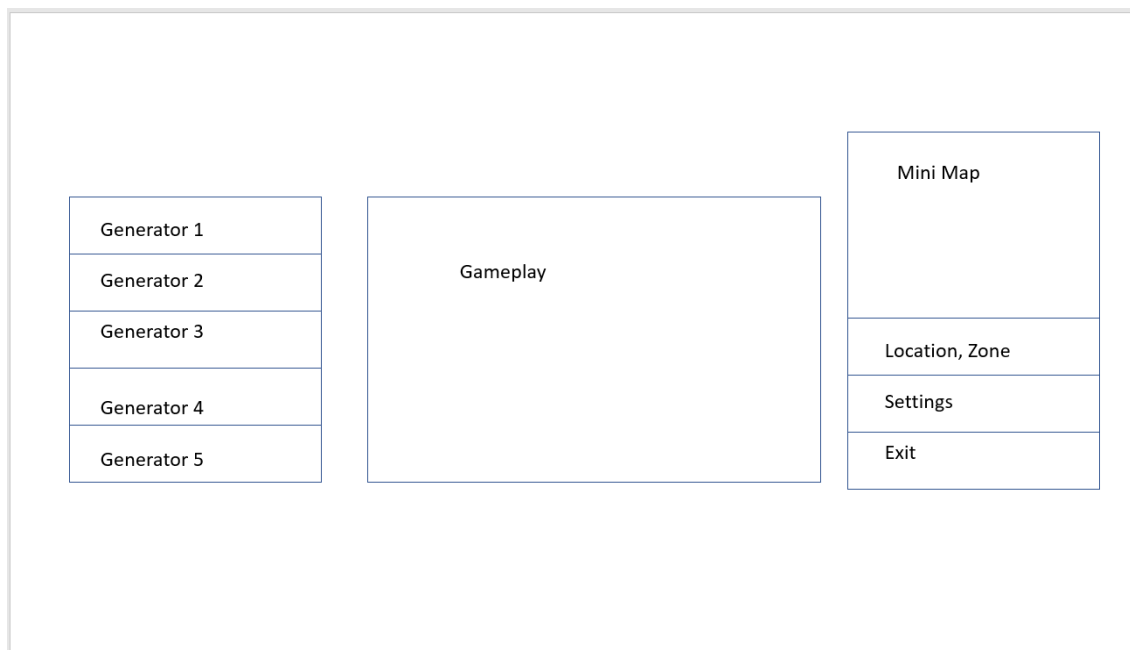
crews. He is ending the end of his career, but he decides to go on one more tour with his current crew.

Locations: Upper crust, Mantle, Outer core, Inner core.

Zones: Lava zones, obsidian zones, magic ruins, ice zone.

Player will start at Upper crust and move through the layers of the planet linearly. The zones, however, will be randomly dispersed for the player to pass through.

UI

The UI will feature the buttons to buy generators, the center will be where the player can see their miner drilling through the ground in the direction they choose. The mini map will show how far the player is in the planet and the zone they are in. There will be a settings button and an exit button.

LEFT - Generator panels

MIDDLE - Gameplay window

RIGHT - mini map/location, also where settings and exit button are located

MVP Systems and Features

The major features will include progression through buying generators, mining magic runes, and upgrading the mining driller. Upgrading the miner will give the player a sense of progression and will keep them coming back for more. Buying the generators will increase player satisfaction by giving them more magic runes per second. All of these features promote a strong reinforcing loop, which uses the tactic of constantly stimulating the player with more runes, new generators, and different areas.

Game Objects

Tom Jenkins - Leader of the mining crew.
- Involved in revealing the background to player/beginning of the game

Mining Driller
- Gives the player something to upgrade, take care of

Generators
- Increases rune production

Zones - Lava, Ice, Obsidian, Magic ruin.
- Increases randomness, spices up gameplay by producing different hazards

The planet
- Gives player something to traverse through

Technical Documentation

Areas of major technical concern will be the generators and the dynamic world. The generators will need to be coded to have an exponential growth of producing magic runes. To ensure replayability, procedural generation will need to implemented in the construction of the planet and its biomes.

Target hardware would be every computer that has an internet connection. Since the game will be browser-based, it will be accessible from almost anywhere.