# Miner’s Adventure Game Guide

## Aim:

The aim of the game is to travel as deep as possible into the mine, killing enemies and collecting ore along the way. Collecting ore will give you money which can be used in the shop to buy upgrades to your health, strength, etc. The only caveat to entering the shop is it will require you to return to the surface where you will have to begin at level 1 again when re-entering the mine.

### Features

* Shop system
* Enemy system
* Mining system
* Player info overlay
  + Health
  + Money
* Debug overlay
* Main Menu
* Pause Screen
* Controls Screen
* Stats Screen

### Player controls

|  |  |
| --- | --- |
| **Action** | **KeyBinds** |
| **Player Controls** | |
| Move Up | Up Arrow |
| Move Down | Down Arrow |
| Move left | Left Arrow |
| Move Right | Right Arrow |
| Swing Sword | Spacebar |
| Mine | D |
| **Menus Controls** | |
| Pause | Escape |
| Click Buttons | Left Mouse |
| Back Page | Escape |

### Shop Upgrades:

 Increase the damage caused against enemies:

* Base level 25.
* An increase of 10 for each upgrade.
* Price increase of 1.7x the current cost after each purchase.

 Increase the total amount of health and reset health to the max:

* Base amount of 100.
* An increase of 20 for each upgrade.
* Price increase of 1.4x the current cost after each purchase.

 Increase the Multiplier on money earned for each ore mined:

* Base amount 1x
* An increase of 1.2x for each upgrade.
* Price increase of 2.1x the current cost after each purchase.

 Increase the time taken to mine an ore:

* Base amount 200.
* A decrease of 50 for upgrades 1 and 2.
* A decrease of 25 for upgrade 3.
* Price increase of 1.9x the current cost after each purchase.

### Ore Spawn

 Iron Ore spawns level 1 upwards with probabilities of:

* 0.6 for levels 1 to 5
* 0.8 for levels 6 to 10

Diamonds spawns level 3 upwards with probabilities of:

* 0.3 for levels 3 to 6
* 0.5 for levels 7 to 10

 Nullifite Ore, Spawns level 1 upwards with probabilities of:

* 0.8 for levels 1 to 7
* 0.0 for levels 8 to 10

### Enemies

 Slime

* 25 Health
* Fixed movement path

 Fly

* 100 Health
* Follows player when within 400 pixels
* Fly away for 4 seconds when attacked