Mining Inc.

Storyline:

* You’re hired by the corporation S.A.T. to figure out why mars is becoming a dying planet. You are given a mech suit, and a buddy copter droid called Coppy. Together you and him will mine down into mars to figure out the mysteries of mars and hopefully uncover some secrets. Along the way you will be given missions that will help you push through this challenge. Together you will learn how to smelt/craft and build new things out of the materials that you mine. On this planet, a day is 10 min, and prices for everything change daily, but don’t worry you can buy upgrades for everything with the money you earn from selling your materials and doing missions.
* Your first mission is to find Mars-inium. You quickly find out that this is going to be a lot harder than it looks. You run into harder than normal dirt at 10 meters down. To get past it you will need to craft a new Drill (made out of nickel plating).
* While digging deeper you keep getting weird transmissions from people that don’t really make any sense, you also seem to be getting very strange missions that don’t seem to help the mission in any way.
* After finding Mars-inium, you unlock a lot of things. You discover there is nothing wrong with it. Your boss asks you to do one last thing and plant a bomb to destroy the evidence. you notice that the bomb looks very familiar, and it just so happens to look just like the noise detectors you’ve been putting all over the place. After planting it, it starts to tick, and you must escape before the bomb explodes. He was also trying to bury YOU!
* The last part of the game you find out that S.A.T. is short for Satan (I’m thinking a board falls off the sign or something), and you have been working for him the entire time. He is the one trying to destroy Mars. You must craft the Ultimate vehicle and go and fight him to stop this madness once and for all.
* After he is defeated you pretty much just start over at a new location, but there is no Satan, or weird missions, and you keep all your upgrades. The main point at which point is to just mine everything completely.

Basic gameplay:

* Move left right up down by moving your finger in a direction. Mine dirt by moving into a block. Sell your things, or use them to build larger things. Maximize income by selling things on the correct day, and by getting new upgrades so that you can craft bigger and better things.
* The rain is acidic and lowers the efficiency of all your buildings (50% minimum).
* You can’t die, but getting injured makes you drop all your current items
* You must return your items to the main base to collect them.
* You can get injured the following ways. Falling to far (you can fly so this should never happen). While digging you’ll come across boulders. You can’t dig through these, but if you dig under one, it will fall on top of you.
* If we come up with something cool I’d like to make the artifacts like collecting puzzle pieces. After completing the puzzle, you get something cool. Maybe they give you more story, or hint to the fact that you’re working for satan.

Controls:

* The only controls are the in-game buttons/buildings and the and the virtual keyboard which allows movement.
* On pc, the game will be controlled entirely by the mouse. If it is demanded wasd, and arrow keys might be added.

Menus:

* Start menu: Start button that brings you to the only scene in the game, and a settings button in the top right corner. Settings allows change of music volume and sfx, and game Exit.
* The bottom Hud will always have Money, Treasure chest which will have the purchasable game currency and chests that you find or get for completing missions. The Map button, and the settings button, and the items button.
* Clicking on a different button then the button you are currently on will close out that menu and
* S.A.T. base has 7 buttons. Smelting Button, Crafting Button, Buildings Button (locked until you craft tools), Shop button, Collectables button, and an upgrade button. It also has a back button in the bottom right.
  + The smelting and crafting buttons will look different as they will have a time bar over them showing what they are working on and how long it is going to take. It will also show the recipe and how much of the recipe you have. It will also have a cancel button.
  + Top right corner will have Efficiency (e.g. 56%, or 120%)
  + They will have 3 buttons, upgrade, boost, and smelt/craft
  + Smelt/craft will bring you to another menu to select the item you wish to make. It will also have a cancel button.
  + Boost and upgrade will open a small window with a cancel button and a short description of what is going on and an ok button.
* Each building will have a button pop-up (up to 3).
* There will be an item button in the corner, to allow use of items.

Collectables:

* 4 different tabs, 1 for minerals, 1 for smelted bars, 1 for crafting, 1 for Artifacts.
* While item is locked/not discovered, it is blacked out, and says locked.
* When item is unlocked, it has a new tab in the upper right corner until you click on it.
* Pressing on an unlocked item will give you brief description
* It has your total underneath the item as well (while unlocked)

Smelting:

* All bars require a different amount of materials and take a different time
* Every material will need to be unlocked for money. You can unlock them in any order you prefer
* To lower memory, we can have the cost based off an algorithm.
* All recipes will be displayed next to the item itself, and underneath the time will be displayed.
* The amount of the recipe item that you have will be shown to the left and the cost to the right
* \* 345/5 (means you have 345 and it costs 5)
* The upgrade button is infinite. The cost is 5000\*(1 + (current percentage – 100%)\*10) and will increase production rate by 1% \* (200% -current production). (i.e. the first will cost 5000 and increase production 1%\*100% = 1%, leaving production time to 101%. The 2nd will cost 5500, and increase production rate 1%\*(99%) = .99% leaving production rate at 101.99%. The percentage is technically backwards, but this is for the user. Obviously higher numbers mean better things, but realistically what is happening is we are multiplying the time\*(200%-currPercentage). This prevents from ever reaching 200% but you can come damn close. When clicking the upgrade button, you will see the current percentage, the cost and what it will be after you buy it.
* The boost button will show you the cost (which will probably always be 1 oil) and show you the percentage increase (which will always be 1.5X the current percentage). This can’t go above 200% because time is 0 once it reaches 200%.
* The Smelt/Craft button will have another menu that has the item you wish to make and its recipe. It will NOT show what you currently have. The select button will be next to it.
  + Clicking the select button returns any materials you had reserved and reserves the new ones.
  + If you do not have enough of the needed materials, the recipe item you are missing will be in red.
  + You may still select it if you wish, this is for convenience if it’s the only thing you want.
* Clicking on an item will set that smelter to automatically smelt that item until it runs out of the necessary materials.
* Amount will be reserved right away but the material does not get taken until time is completed, in case you change your mind and want to cancel.
* After time run outs, item will be added and materials will be subtracted.
* Timers will work while offline.

Crafting:

* Works the same as smelting

Buildings button:

* Brings up a menu similar to the item select from smelting, but if you can’t afford it, you CANNOT select it.
* Selecting a building does NOT subtract materials. It will bring you to the placing grid (might be the same Idk, testing required).
* Placing your finger down will show you a green outline of the building, and snap it in place. If it cannot be placed the outline will be red.
* Releasing your finger will place the building.
* If you wish to cancel, click below the buildings.

Start scene:

* Fade in and out between 3 images and then goes to mining inc scene.

Upgrades:

* Increasing your bag size by 50 costs 5000
* Coppy’s Light: increases radius of Darkness around your character. 5x
* Coppy Detects Large Depostis: cost 10000
* Coppy Detects New minerals: cost 5000
* Increase Coppy’s radius.
* Coppy Detects treasure.

Items:

* Teleporter (can be found in shop and at teleporting station) brings you to teleporting station
* Map piece (can only be found while digging) reveals a part of the map while viewing it.
* Beam. Prevents boulders from falling
* Bridge. Prevents from falling down a whole. Can go through it from bottom.
* Marker. Can be placed anywhere (possibly might be able to write a message on it)

Map:

* Zooms out to map view. While in this mode, you can drag the camera around. You can pinch to zoom, or use the slider that appears on the right to zoom. There will be a button that looks like a map piece to the right. Underneath will have the total number of pieces you have

Shop:

All minerals:

* Total:
* coal