OVERVIEW

A multiplayer game where users do finding and digging Treasures together.

Game goal:

Find as much as Treasure Chests.

Camera: landscape, 3D, isometric

The camera will automatically follow the user around the play zone. The avatar of the user is always in the middle of the field of view.

Control

Joystick	Drag to move in desired direction
Tap	Tap to Dig

Character

Users will control an explorer's moves and find Treasure Piece in the land.

Character stats:

- Movement Speed : MC movement speed in land
- Digging Speed : speed of digging action after found a position to dig

GamePlay

Game session: Each game session will happen in {1.5} minutes. There's a timer countdown in HUD letting players know how much time is left.

By starting, the game will spawn the players in random positions.

All users will start going around land to find **Treasure Chests**

Treasure Chests will be placed under the ground (land) that the user can't define the position of it. Player must use his censoring device (radar) to detect the position.

- The signal of device will be from *weak to strong* base on the distance of MC position and **Treasure Chest** position, far to near
- When the radar has strongest signal (3) mean player is standing at the position of **Treasure Chests**
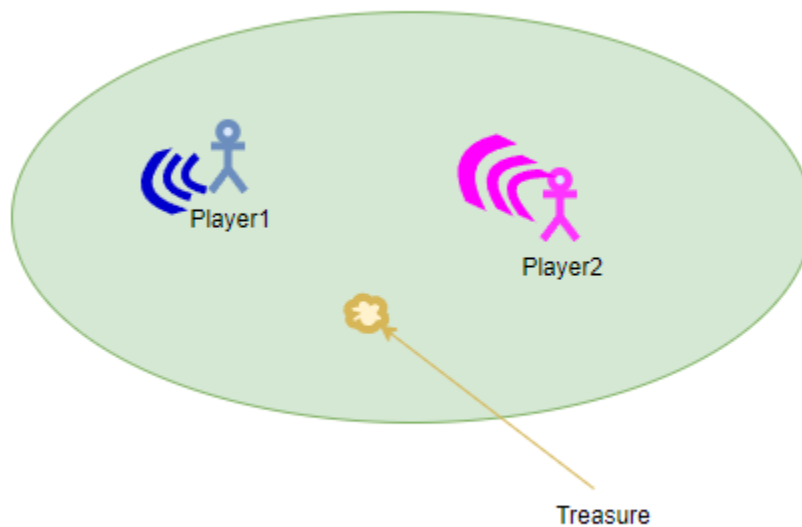
Behavior of MC:
- If the device has no signal/1 signal(weak signal), MC triggers anim RUN and fast speed.
- If a device has more than 2 signals(strong signal), MC triggers anim WALK and slow speed.

By default, MC will run if he doesn't detect any signal or has just 1 signal. And walk when device has 2 or 3 signals

When the player reaches the position of Treasure (reach the trigger), the sensor device will play a shaking animation to notify the player and the **Dig button** appears. Player will tap Dig button to dig that position until the Treasure reveal

Control

- MC moves around by Joystick on the left of the screen
- Dig button on the right of the screen

Basic:
- Multiplayer gameplay (move, dig, get rewards)
- Game loop
Extra:
- Humanoid Animation (walk, dig animation can get from mixamo)
- Effects (vfx, sounds,...)
- UI screen
- Can play on Android devices.

Reference gameplay: https://www.youtube.com/watch?v=VJGM16Hqhlw