

# Gold Rush

**Platform:** Microsoft Windows

**Genre:** Action

**Mode:** Single-player





**Language:** English, Russian

## Story Synopsis

You are a gold digger who travels around the world to make a fortune. You love risk, and nothing can stop you from reaching whatever the goal you have. One day, your friend tells you about some beautiful place full of riches. Not wasting a second, you grab your equipment and rush there determined to test the friend's story. What you see excites your imagination: the place is indeed one giant treasure chest. However, you are not the first person who discovered these glorious plains filled with gold. You are confident that other miners do not pose such a severe problem though you cannot say the same about vigilant local guards. These monsters are not going to part with treasures easily...

## Gameplay




Your goal is to score as many points as you can. To do so, you have to pick up different treasures. Currently, there are four of them:


- **A coin**  = 25 points. Can be dug out of the pits in the ratio of one pit = one coin.
- **A gold pile**  = 75 points. Occasionally spawned when there are hostile (red) diggers on the map. Disappears if not picked up in 10 seconds.
- **A diamond**  = 100 points. Spawns over time in random places throughout the map. Disappears if not picked up in 6 seconds.
- **A ring**  = 200 points. Appears after killing certain types of monsters with weapons.

You can see your Score **1225** in the upper left corner. These digits show your current amount of points.

The main way to earn points is to dig coins. The gold detecting equipment you wear will help you








locate the spots where coins are contained. This device "hangs" next to the Player's model and looks like a color circle. Its principle is based on the "Hot and Cold" game. There are four different states of the device:


- **Red light (cold)** . You are far away from the dig spot.
- **Yellow light (warmer)** . You are getting closer to the dig spot.
- **Green light (warm)** . You are very close to the dig spot.
- **Flickering green light (hot)**. You are in a few centimeters from the dig spot.

Thus, the device color estimates the distance between the Player and the dig spot. To dig a coin, you have to first reveal the place by standing on it  and then press the “F” button. A coin will appear right over it – collide with it to collect (the same goes for all the other treasures and items).

The game has a dynamic difficulty. It means that the better you get at the game, the harder it becomes. The difficulty is provided by the variety of enemies and their number: the more you play, the more different monsters you will have to cope with simultaneously.





Digging coins makes you progress and increase difficulty. The amount and diversity of appearing monsters depend on the number of coin spots dug by the Player. There are several monster types with different behavioral patterns:

- **Snake** . The basic and the most common kind of monster. The snake moves straight all the time until it reaches the end of the map. After that, it will bounce at the same angle she collided with the edge and continue to move straight. Damages for 1 HP when colliding with the Player.
- **Spider** . Fast but rarely moving type of monster. Progresses in one direction for a certain distance, then stops and stays still. After some time, it repeats the pattern. Damages for 1 HP when colliding with the Player.
- **Red digger** . Moves precisely like a snake, but once the Player is nearby, starts to chase him, telling the other red diggers to assist him. Returns to the original moving pattern when the Player leaves his visibility range. Occasionally spawns gold piles in random places. Steals treasures on collision with them. Damages for 1 HP when colliding with the Player.
- **Wizard** . The moving pattern is identical to a snake's one. Occasionally spawns magical spheres  that fly towards the Player for a limited time. When a sphere collides with the Player, it temporarily slows him down. Wizard damages for 1 HP when colliding with the Player.
- **Flipper** . Occasionally spawns outside the right side of the map and quickly moves towards the Player in a straight line. Temporarily flips the screen vertically if contacted by the Player.
- **Lagger** . Occasionally spawns outside the left side of the map and quickly moves towards the Player in a straight line. Temporarily sets FPS to 15 if contacted by the Player.




In addition to increased monster spawn, walls  will start to appear on the map with time. Walls are stationary square objects that are impossible to go through for both the Player and the monsters. However, some weapons allow you to destroy them.

A large number of monsters and walls can make the game very difficult to play. As a countermeasure, there is a shop available where you can buy bonuses and weapons. The shop is available anytime, regardless of your location. To see the list of items available for purchase, hold *Right Mouse Button*. All the items are sold for the points. To buy a specific entry, press the corresponding button according to the shop list. Here is a list of what you can buy:

- **Time Slow** = 250 points. Temporarily reduces the movement speed of all monsters. Used instantly.

- **Heart** = 500 points. Restores 1 HP to the Player. You can see your current HP represented by red hearts  next to the Score. Used instantly.
- **Pistol** = 1000 points. Gives you a pistol with 3 single-bullet shots and temporarily turns mouse cursor into a crosshair . You can shoot enemies to kill them. Every monster dies from a single shot. Used instantly.
- **Bomb** = 1500 points. Gives you a bomb  that you can use to kill enemies and destroy obstacles. Bombs are not used instantly – press the *Space* button to plant it at your location. A bomb detonates after a few seconds. It has a wide blast radius – everything in that range will be destroyed (except the Player who will be hit for 1 HP). You can buy and keep up to 3 bombs simultaneously.
- **Shotgun** = 2000 points. Gives you a shotgun with 4 multi-bullet shots and temporarily turns mouse cursor into a crosshair . You can shoot enemies to kill them. Every monster dies from a single shot. Used instantly.

There are also some bonuses and weapons you can get without buying them from the shop. They occasionally spawn on the map with a different chance. Here is a list of them:

- **X-Ray Vision Glasses** . Temporarily allows you to see dig spots without stepping on them. Used instantly.
- **Laser gun** . Gives you a laser gun with 2 piercing-bullet shots and temporarily turns mouse cursor into a crosshair . The bullet will continue to fly until it reaches a wall or the screen edge. Every monster dies from a single shot. Used instantly.

The game ends once your HP reaches zero. You will then see the “Game Over!” screen with your Total Score.

## Controls

- **W** = Move Up
- **A** = Move Left
- **S** = Move Down
- **D** = Move Right
- **Esc** = Pause the game
- **F** = Dig
- **Q** = Buy “Time Slow” bonus
- **1** = Buy 1 Heart (1 HP)
- **2** = Buy Pistol
- **3** = Buy Bomb
- **4** = Buy Shotgun
- **Space** = Plant the bomb (when purchased)
- **Left Mouse Button** (when aiming) = Shoot
- **Right Mouse Button** (when holding) = Show the shop

## What's next?

1. Polish monsters' behavior

2. Create Multi-player modes (versus battle and co-op)
3. Add Story mode: different levels with unique set of monsters
4. Add music
5. Introduce new types of monsters
6. Add more items to the shop
7. Create various Player skins
8. Create a High Scores table to keep top runs there

## **Technology Stack**

1. Clickteam Fusion 2.5
2. Sony Vegas 13.0
3. Adobe Photoshop CC 2018
4. Bfxr 1.4.1