**Game Design Document**

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**Overview**

 Our game will be set in a dark labyrinth-like cave system with different branches leading up to an ultimate goal with increasing difficulty throughout the game. Since this is a one button game, the character will automatically walk and turn around, but everything else is up to you. Throughout the game you will collect an inventory of different items to assist you. The challenge of the game is figuring what item to use in each scenario quickly enough before you fall into a bed of spikes, get eaten by a giant bat or drop into a pit of no return. As the game progresses, the obstacles will become more difficult and you’ll have more items at your disposal so figuring out the correct one to use will be more and more difficult. Don’t worry though, although the game is set on one giant map, dying won’t be too big of a penalty because there will be checkpoints spread throughout the labyrinth.

**Game Play**

 The game play mechanics revolve around puzzle type elements. The player has to set the correct items before an obstacle is reached. If the player does not set these items correctly, they do not pass by the obstacle. The team intends on have three slots above the character in which items rotate. The player will be able to select the correct item by clicking, which then will move on to the next column in which the player can set another item, and so on. Three items will not always be needed to complete an objective though. The player will be fighting against a time window to set these items as his character will move by itself towards the obstacle. As the game progresses, the obstacles will get harder and the time will get faster. Modes may even be set to adjust the time to the players needs.

**Game Elements**

**Character:** The character in our game will be a lost miner. He’s rather intelligent so he can walk, turn around and jump off ledges and land without any assistance from the player. Throughout the game, the miner will collect a plethora of different items that he can use to solve the obstacles ahead.

**Environment:** The setting will be a large, expansive labyrinth-like cave system. It is pretty dark with few scattered light sources. Although it is set in one large cave, there are many different sub-environments such as mines, mossy areas with vegetation, magma-filled caverns and bright areas with crystalline stalagmites.

**Obstacles:** There will be many different kinds of obstacles in this game such as bats, pits of lava, stalagmites, pits that need to be filled and boulders. These obstacles will be spread out throughout the entire cave system. In order to pass an obstacle, the player must have the correct item selected or else the miner could end up in a tight spot, returning him to the last obtained checkpoint.

**Item Switch:** The item switch, located above the character’s head, shows the player’s inventory of items as well as the current item in use. In order to select which item you need at the appropriate time, the player must hold left-click or space until the proper item shows up above his head.

