

GAME DESIGN DOCUMENT

The Plan

(THEME: YOU ARE THE WEAPON)

1. Main loop

You are a Uranium miner and Need to get Uranium out of the mine, but also defend yourself from enemies (some mutated shit) and in doing so, you mutate as well, after every trip you get to choose your Mutation. The Goal is to mine as much Uranium as possible, every round more enemies spawn

2. Art Style

2d, rather dark, lets work with glow for Uranium and stuff, and also a bit horror style

3. Story

You are a miner in a Uranium mine positioned in Antarctica, you are dependent on your Job because of extreme poverty. The creatures in the mine started to mutate however, and the large amount of Radiation makes you mutate as well.

At first the mine was equipped with weapons but the Long time that they haven't been used made them rust in the wet environment

Mutations:

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There are different tiers

- I. Common (60% Enemy; 30% Shop)
- II. Rare (35% Enemy; 40% Shop)
- III. Elite (5% Enemy; 20% Shop)
- IV. Epic (10% Shop)
- V. Legendary (Killing a Boss) (Post Jam)

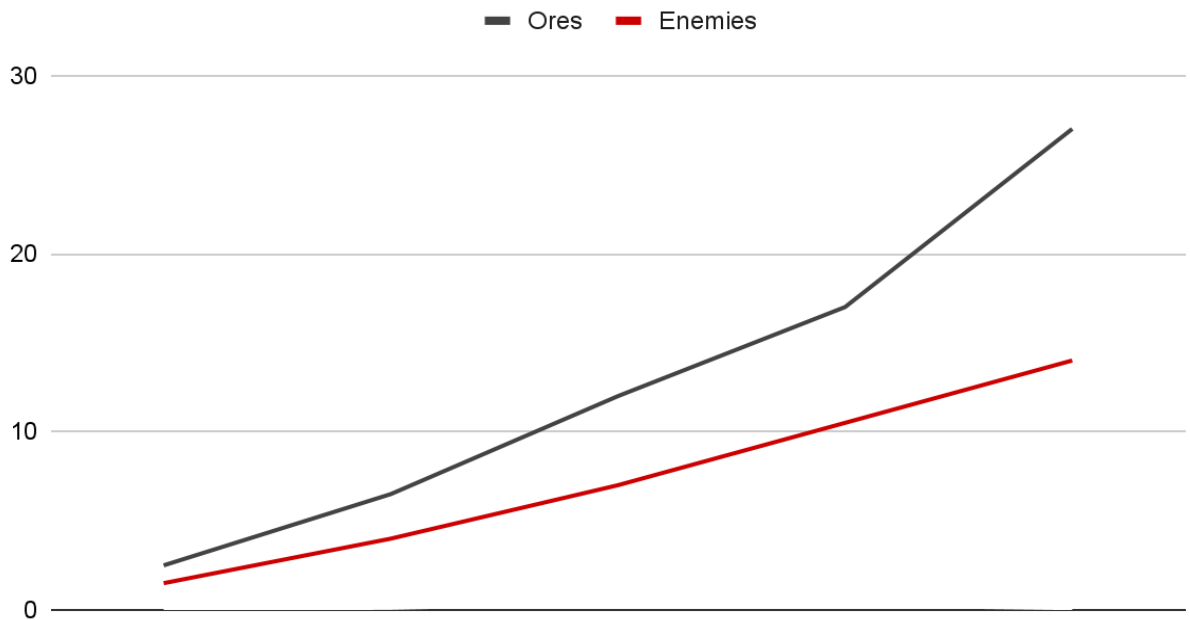
You can upgrade your tiers by uranium radiation or selling uranium

Maps

Ores

1-4 Ores	5%
5-8 Ores	10%
9-14 Ores	40%
15-20 Ores	30%
21-25 Ores	10%
26-30 Ores	5%

Amount of Loot and Enemies



Enemies

1-2 Enemies	5%
3-5 Enemies	15%
6-8 Enemies	40%

9-12 Enemies	25%
13-15 Enemies	15%

Random Events that will happen post jam:

UFO 1% (Round based)

- A UFO steals all your uranium when you leave the Mine

Chicken 0.5% (Spawn based)

- A chicken appears instead of an Enemy, which drops an egg on death

Radiation Rush 5%

- The radiation gained increases by 50% for 5s

Fission Reaction 1% (Mining/Kill based)

- The amount of Uranium collected Multiplied by the amount of killed enemies is given as damage to the Player

Half Life 0.5% (Kill based)

- You lose half of your Uranium and health

Weak Enemy Kill

1 Radiation points	25%
2 Radiation points	50%
3 Radiation points	25%

Normal Enemy Kill

2 Radiation points	25%
5 Radiation points	50%
7 Radiation points	25%

Strong Enemy Kill

4 Radiation points	25%
10 Radiation points	50%
14 Radiation points	25%

30 Radiation points per Upgrade

Uranium Ore Drops

Small Ore (Spawn chance 2/6)

1 Uranium

Medium Ore (Spawn chance 3/6)

2 Uranium

Big Ore (Spawn chance 1/6)

3 Uranium

Head

Increased Vision Distance (Decreased darkness) (Done)

Enemy outline / radar (Icon Done)(post jam)

Torso

More health (Done)

More radiation resistance (Icon Done)(post jam)

Carrying strength/capacity (Icon Done)(post jam)

Arms

More Damage (Done)

Legs:

Faster Walk Speed (Done)

The easter eggs will be a post jam addition

Easter Egg Idea Collection

1. Abandoned V2 from ULTRAKILL, which you can take the arm from
2. A literal egg and a chicken
3. Mach f*** manhole cover
4. Doom on an Arcade Machine
5. Rare PACMAN enemy