

Gold Rush Arena: Design Document

What is the game?

- 4 Player single screen party arena

What do we want the player to feel?

- Hectic, Feverish, Frantic
- Screaming on a couch with good friends

Lore Blurb

Within the cracked canyon walls of Delstan, a prison mining colony lies tucked away as the Empire's darkest 'open secret'. In order to put an end to rampant death penalties, a new law was put into place that allowed those 'marked for death' to be sold into slavery to continue living out the rest of their days in service to the Empire. However, if you ask the prisoners doomed to endure the wicked fate of the Gold Rush Arena, there are fates far worse than death...

Gameplay Summary

Gold Rush Arena is a competitive multiplayer sidescrolling game where players compete to mine the most resources. Players navigate dark and winding shafts filled with lava, death-defying jumps, and lots of gold.

When a player finds a gold vein, they press X to enter a "sweet spot" minigame.



If the player misses, no gold is found and the vein's health degrades.

If the player hits, gold is ejected and the player must rush to grab it as it scatters about.

If the player hits the "sweet spot", they are awarded lots of gold directly to their score.

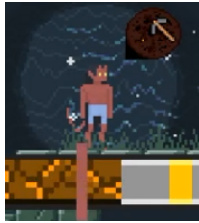


However, the player has a meter that is not dissimilar to health that is slowly degrading. If it hits zero, then your player has been deemed inefficient and will be turned into solid gold (that the other players can mine for gold and soul gems). Picking up Ore will keep this meter filled, so gather ore at all costs!

Think Mario Party: Ore = Coins while Soul Gems = Stars.

Player Abilities

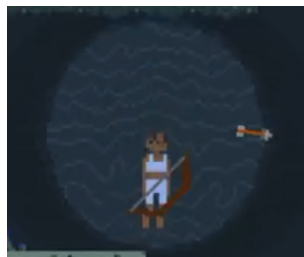
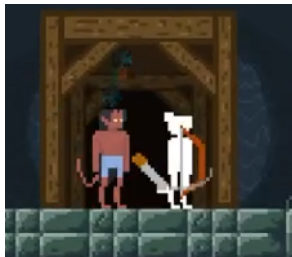
Mining



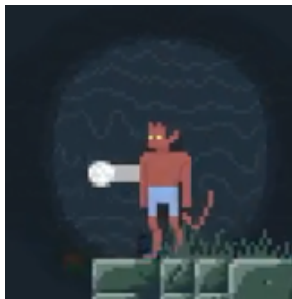
Dashing



Attacking (Based on Class)



Charge Attack (Based on Class)



Blocking (Blocked attacks spend shield crystals that recharge passively)



CHARACTERS

15 characters, 3 classes. Each class focuses on a separate set of skills while each variant of that class does it slightly different.

		MIGHT STATS			ARCANA STATS			FINESSE STATS			SPEED STATS		
		HP/Damage			Shields/Shield Damage			Attack Speed			Movement Speed		
All Characters		Health Decay			Shield Recharge			Jump Height			Dash Cooldown		
		4 HP/sec			4 sec						2.50 sec		
Class (SKILL)	Speed/Style	Health (Start/Max)	Base Hit HP Dmg	Charge Hit HP Dmg	Base Hit Shield Dmg	Charge Hit Shield Dmg	Shield Health	Attack Rate	Charge Up Time	Charge Atk Cooldown	Dash Speed	Dash Distance	Movement Speed
Warrior (MIGHT)	Slow/Melee	40/80 HP	16	32	2	3	6	6.00 per sec	0.80 sec	0.40 sec	600 pixels per sec	100 pixels	180 pixels per sec
Wizard (ARCANA)	Slow/Ranged	40/80 HP	12	24	2	4	8	4.00 per sec	1.10 sec	0.50 sec	660 pixels per sec	125 pixels	190 pixels per sec
Archer (FINESSE)	Fast/Ranged	40/80 HP	8	16	1	1	3	12.00 per sec	0.50 sec	0.20 sec	720 pixels per sec	150 pixels	200 pixels per sec
Demoman (SPEED)	Fast/Melee	40/80 HP	4	8	1	2	4	10.00 per sec	0.55 sec	0.30 sec	800 pixels per sec	175 pixels	210 pixels per sec

		MIGHT STATS			ARCANA STATS			FINESSE STATS			SPEED STATS		
		HP/Damage			Shields/Shield Damage			Attack Speed			Movement Speed		
Playable Character	Name	Health (Start/Max)	Base Hit HP Dmg	Charge Hit HP Dmg	Base Hit Shield Dmg	Charge Hit Shield Dmg	Shield Health	Attack Rate	Charge Up Time	Charge Atk Cooldown	Dash Speed	Dash Distance	Movement Speed
Warrior 1		#1	#3	#2	#4	#5	#5	#7	#9	#8	#10	#11	#12
Warrior 2		#2	#1	#3	#5	#4	#6	#8	#7	#9	#11	#12	#10
Warrior 3		#3	#2	#1	#6	#5	#4	#9	#8	#7	#12	#10	#11
Wizard 1		#4	#5	#5	#1	#3	#2	#10	#11	#12	#7	#9	#8
Wizard 2		#5	#4	#6	#2	#1	#3	#11	#12	#10	#8	#7	#9
Wizard 3		#6	#5	#4	#3	#2	#1	#12	#10	#11	#9	#8	#7
Archer 1		#7	#9	#8	#10	#11	#12	#1	#3	#2	#4	#5	#6
Archer 2		#8	#9	#9	#11	#12	#10	#2	#1	#3	#5	#4	#6
Archer 3		#9	#8	#7	#12	#10	#11	#3	#2	#1	#6	#5	#4
Demoman 1		#10	#11	#12	#7	#9	#8	#4	#6	#5	#1	#3	#2
Demoman 2		#11	#12	#10	#8	#7	#9	#5	#4	#6	#2	#1	#3
Demoman 3		#12	#10	#11	#9	#8	#7	#6	#5	#4	#3	#2	#1
Secret Character 1		#1	#1	#1	#2	#2	#2	#3	#3	#3	#4	#4	#4
Secret Character 2		#2	#2	#2	#1	#1	#1	#4	#4	#4	#3	#3	#3
Secret Character 3		#3	#3	#3	#4	#4	#4	#1	#1	#1	#2	#2	#2
Secret Character 4		#4	#4	#4	#3	#3	#3	#2	#2	#2	#1	#1	#1



At the end of the round (based on a timer), the player's scores are tallied up and the winner is announced. Characters are unlocked as you complete rounds.