

RILLWORLD

Pitching Bible

Story

story synopsis of
the game

In the distant future the resources of the planet earth has become pretty low. The largest companies on earth competed against each other to mine the last resources available. The dwindling resources have ignited a new kind of arms race: the **Drill Wars**.

The world's largest corporations, now more powerful than nations, have turned the mining industry into a battleground.

Among them is **BigDrill Inc.**, a ruthless giant that dominates the industry through innovation, aggressive marketing, and a cutthroat work ethic.

You, **Drillen Digman**, are their star employee. A former bodybuilder and martial artist. With awards like "Employee of the Year", your relentless work ethic and unshakable confidence have made you a legend within the corporation.

However, the pressure has never been higher. Two competitors are facing BigDrill Inc. in the drill wars: **GeoCore Technologies** and **Crimson Earth Collective**.

It's up to Drillen Digman to secure the rarest resources first to build the ultimate rocket. With this rocket the company is able to expand its power and can conquer new planets. Only one company can be the largest company on the planet.

Game

game synopsis

Drill World is a **2D-mining, exploration** game.

You begin as the miner Drillen Digman on a planet. As part of a mining cooperation you are chosen to find new precious ressources on the planet.

The protagonist can be controlled with WASD to move around and also drill into the ground. The character can also fly up, but can't drill up. Drilling is only possible when you stay on the ground.

The map is divided into two main areas: The surface and the underground. On the surface there are buildings like a shop or a tool shop.

In the underground there are obstacles which need to be avoided, and resources which can be collected. These ressources can either be sold or crafted into more precious items which can be used to upgrade the equipment, research tech, build facilities or recruit troops.

With upgraded equipment the player is able to dig deeper into the ground and is also able to discover new planets.

The goal is to establish a large empire by conquering new planets. To do so, you can compete with other player and raid their planets.

Gameplay

MOVEMENT

The character can move with WASD. It can fly with a jetpack. To drill into the ground or sideways it must stand on the ground

CRAFTING/BUILDING

Ressources can be crafted into items which are more valuable. They will also be needed for certain upgrades and researches as well

GLOBAL STRATEGY

There are more different planets you can colonised. Each planet has different benefits and bioms. You can compete with other players to build up the largest empire.

COLLECTING

In the ground are different ores which can be gathered. These ores can be sold or crafted into other items.

RESEARCH

Research facilities can build to unlock new tech. The tech will be needed for all kind of things to get your empire growing

CHARACTERS

There are some characters to choose from. There is for example a miner who drills faster, a engineer which can build facilities or a craftsman who is fast in crafting new gear

UPGRADING

The equipment can be upgraded, with money and items.

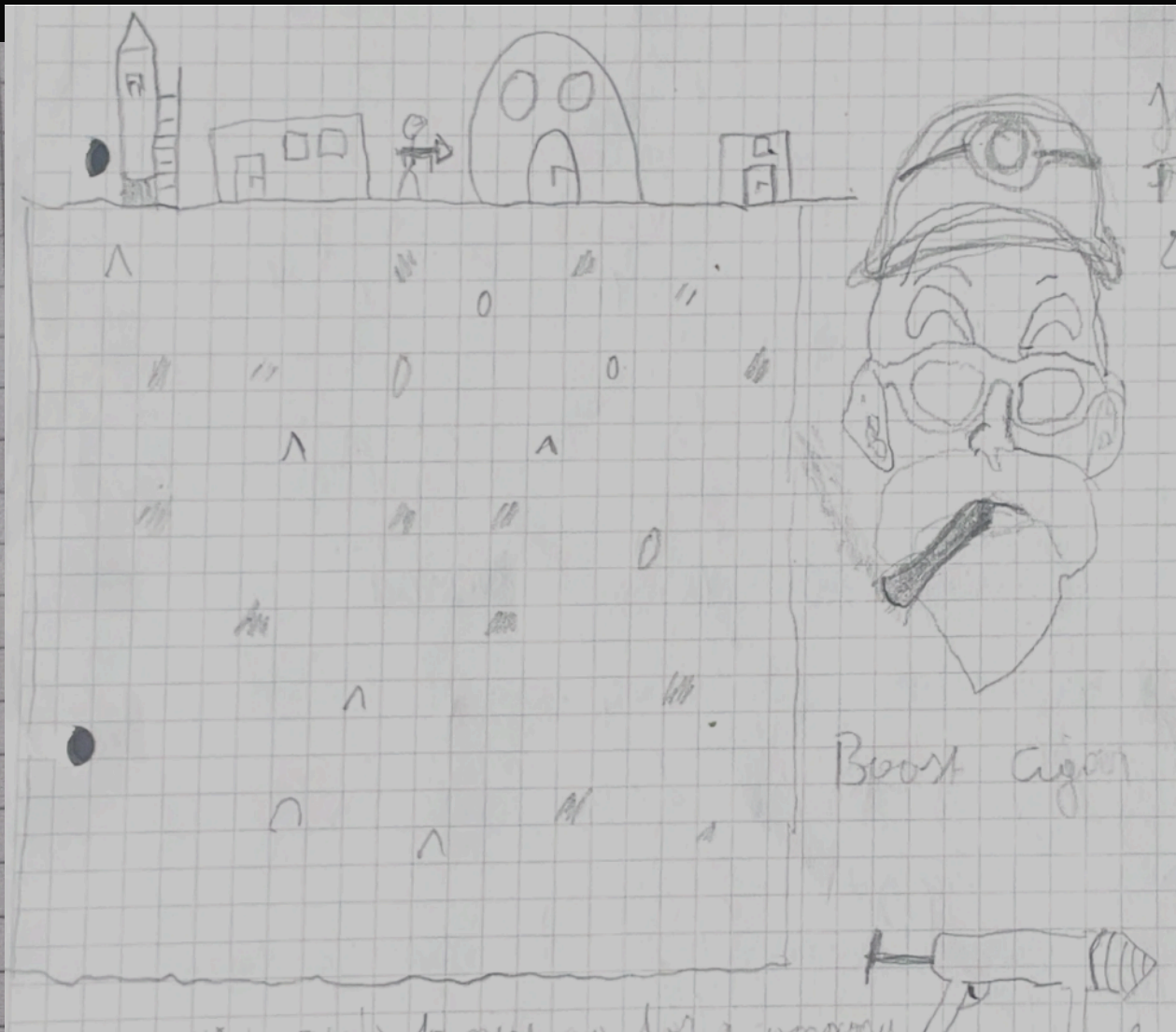
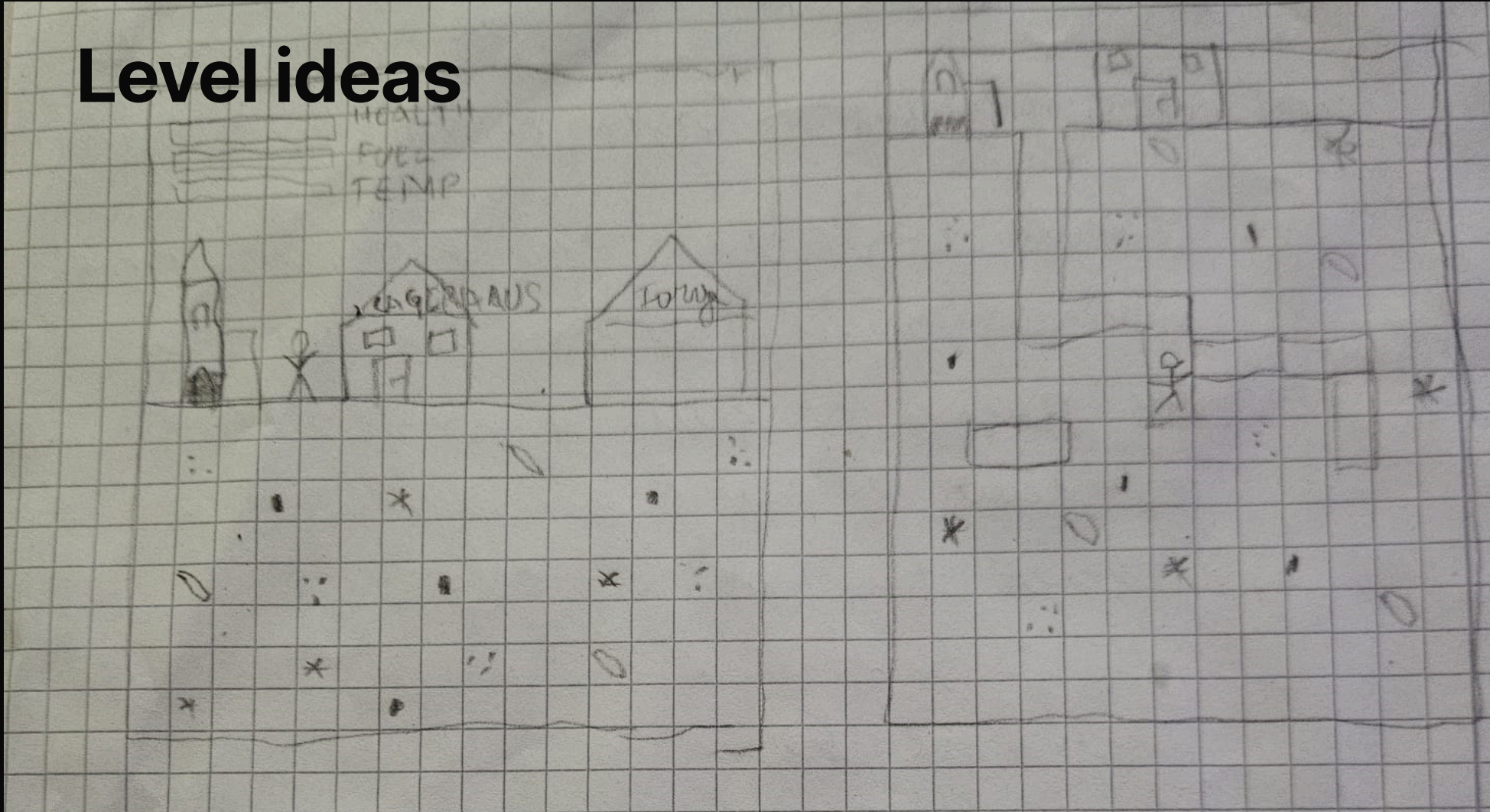
COMBAT

Troops can be recruited and placed on a grid to form a offense and a defensive line. They are used to defend the planets or raid other planets.

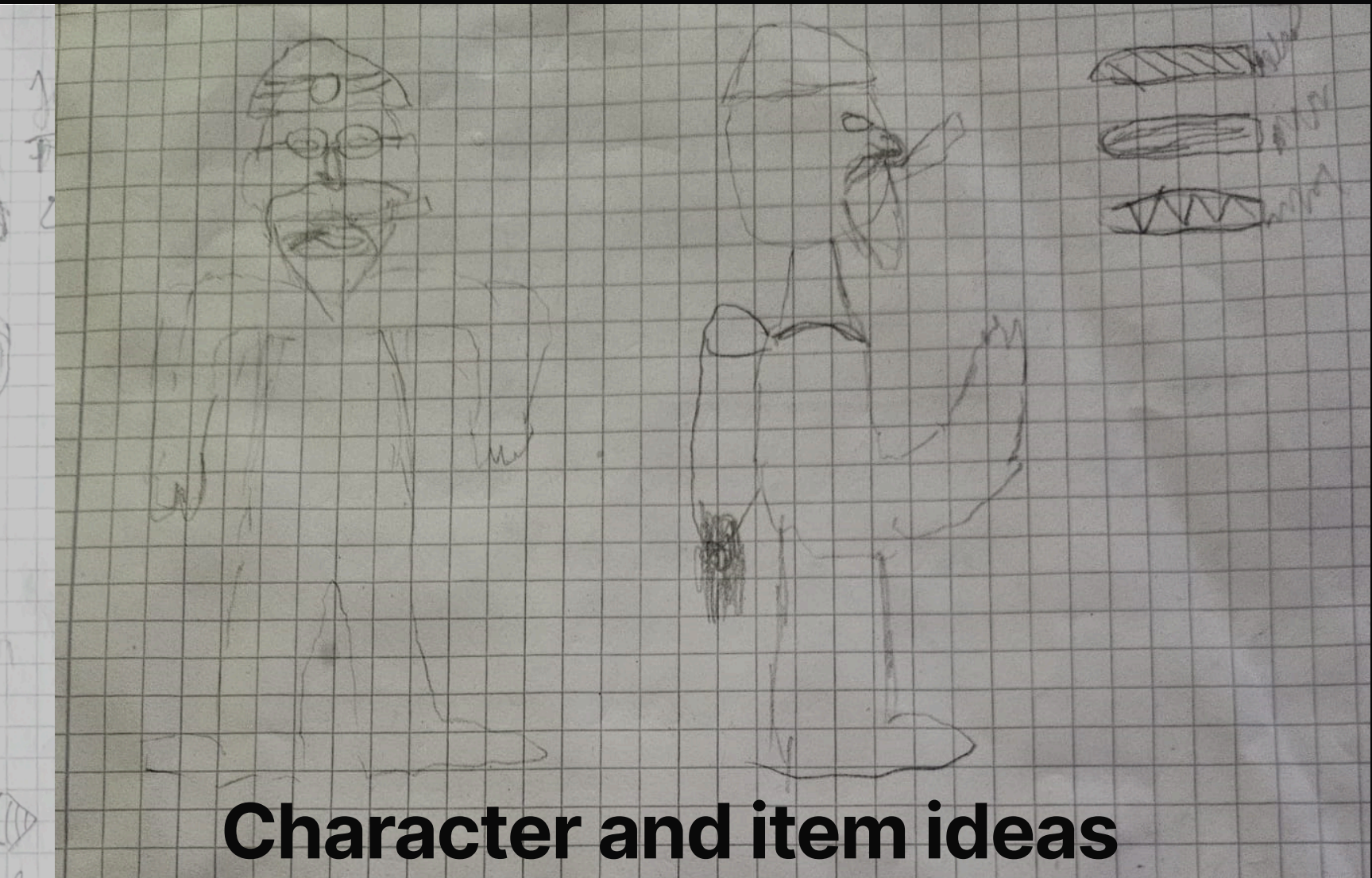
CO-OP

Work together as a team. Each teammember controls an own character with different benefits.

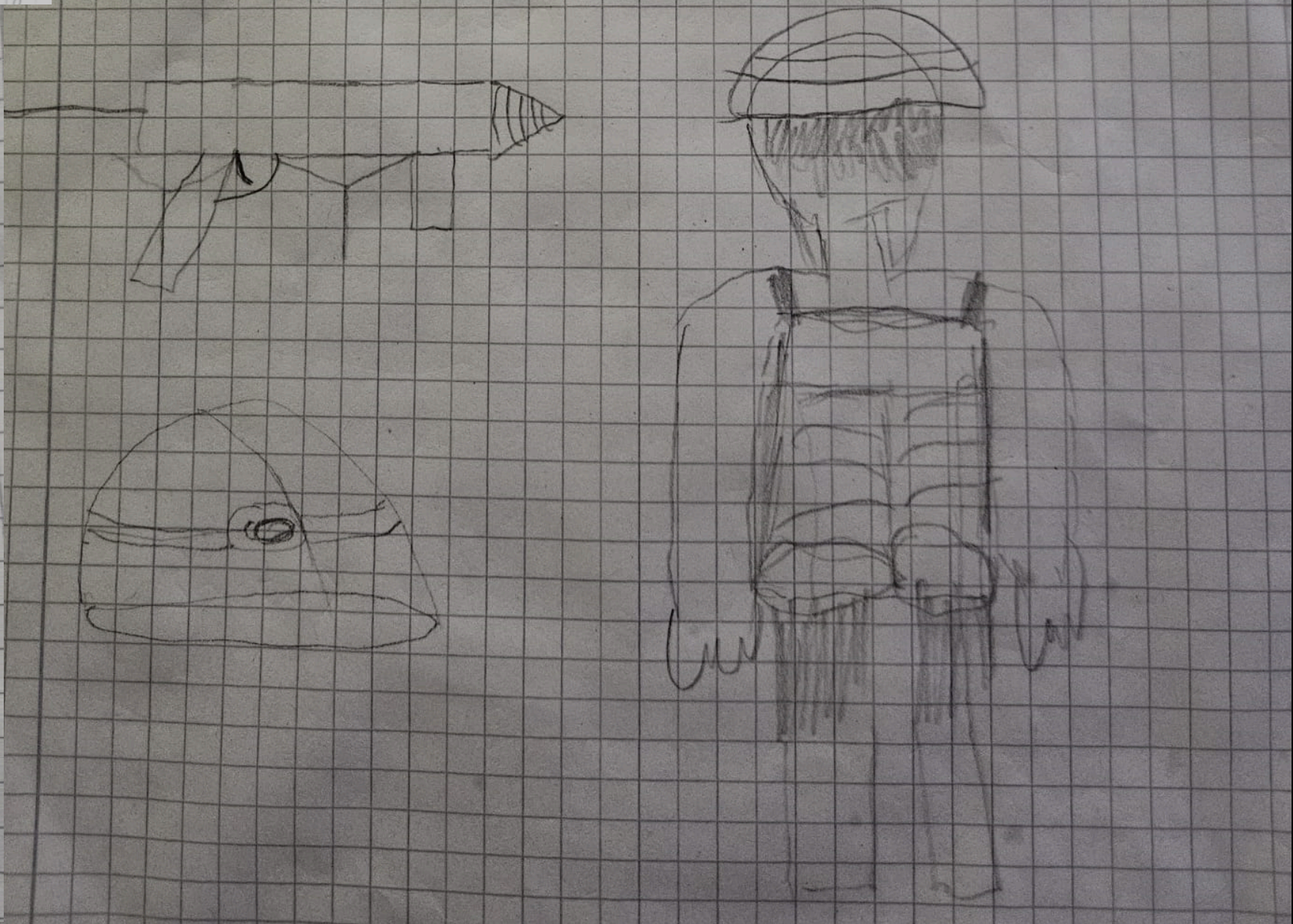
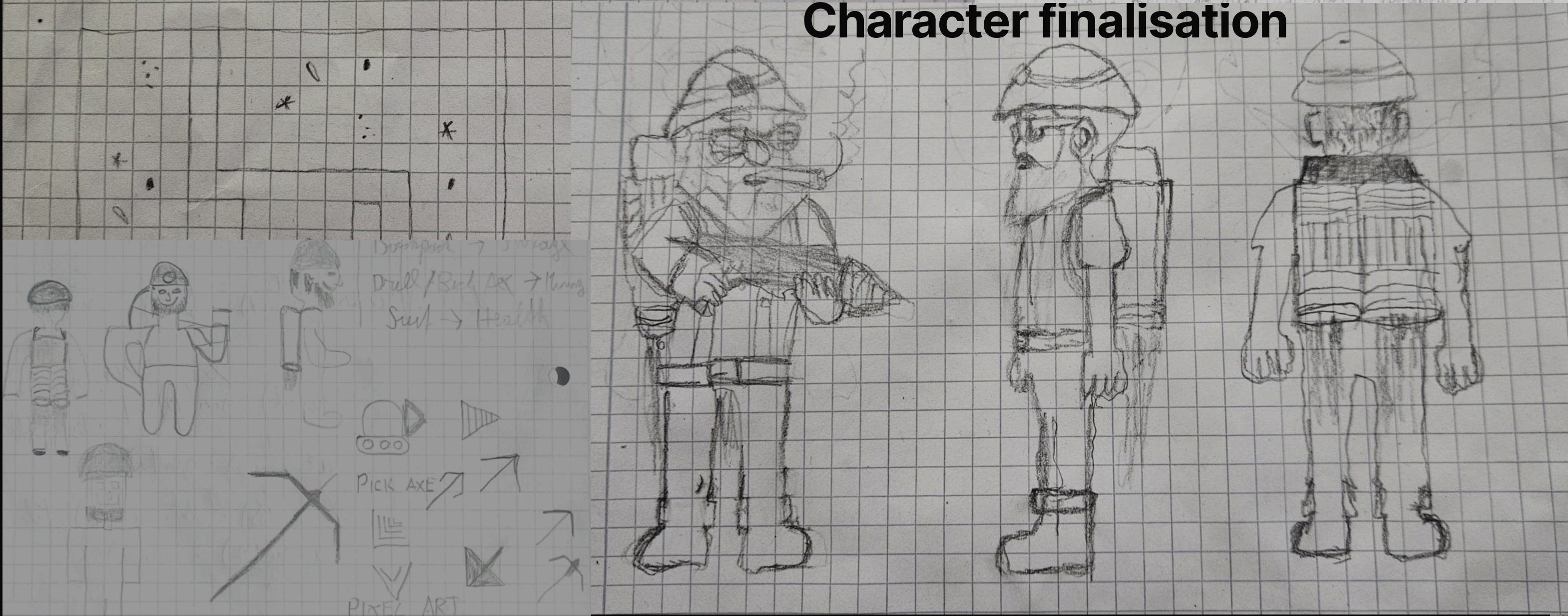
Level ideas



Character and item ideas

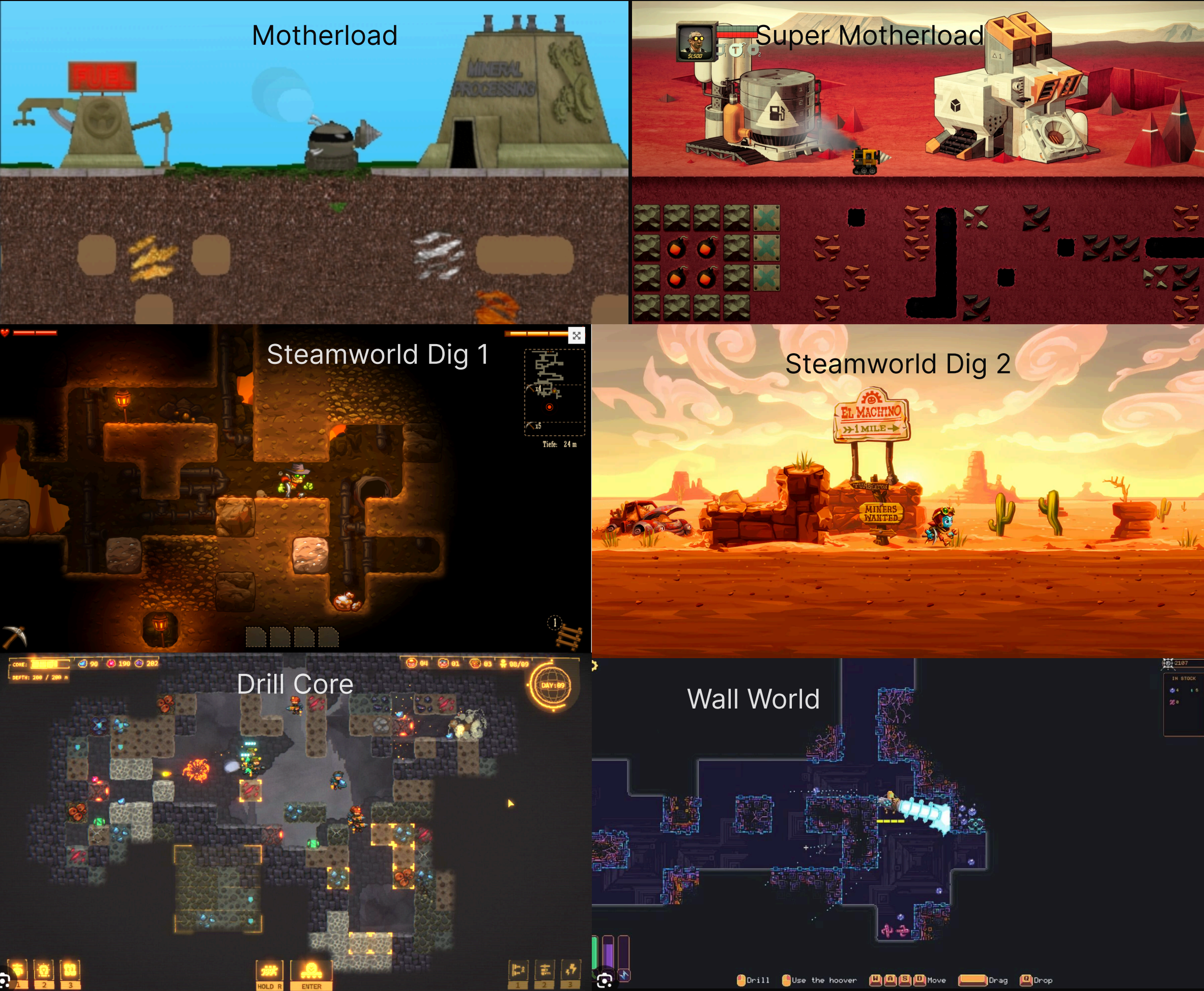


Character finalisation



EXPLORATION DRAWINGS

Game Inspirations



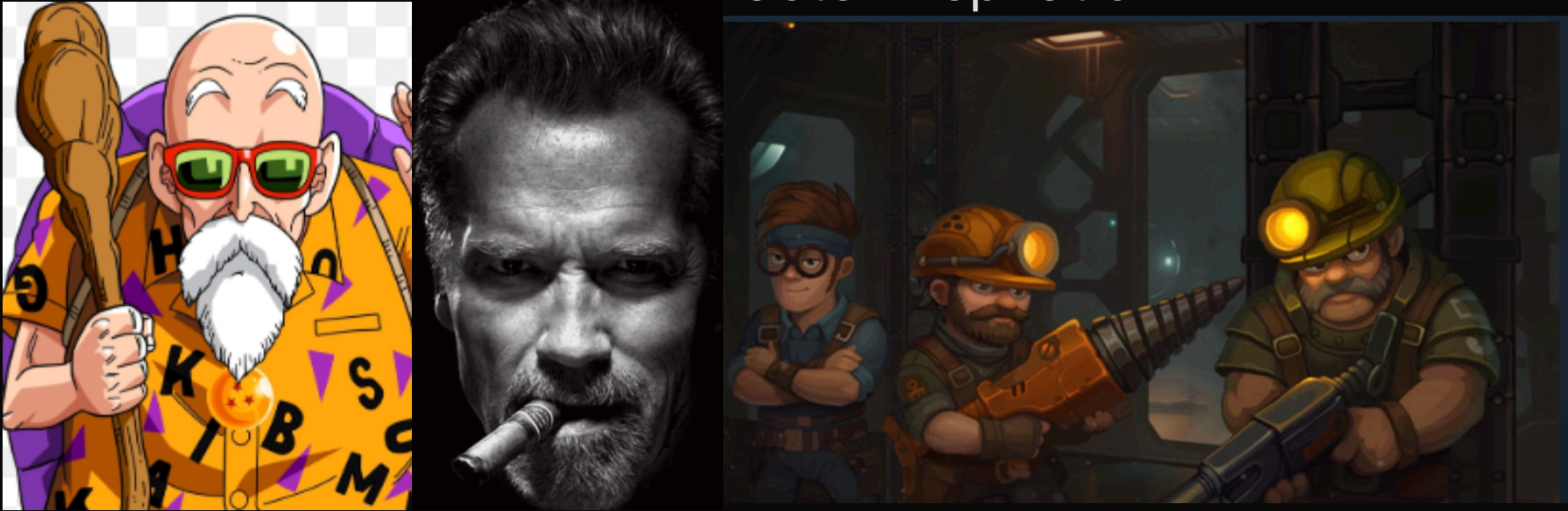
Environment Inspiration



AI creations



Character inspiration



MOODBOARD

Drillen Digman



HERO ACTION POSE



TURNAROUND



The game is a 2D Platformer. There is a surface and the underground. On the surface there are buildings where you can sell ore, craft new items, research tech, refuel energy, restore health. On the top of the screen there is a health and energy bar. On the right there is money and the map of the world. On the bottom there is an inventory, where you store your ores and ressources. On the bottom left there are the listed items which are equipped and other items which can be used like a dynamite.

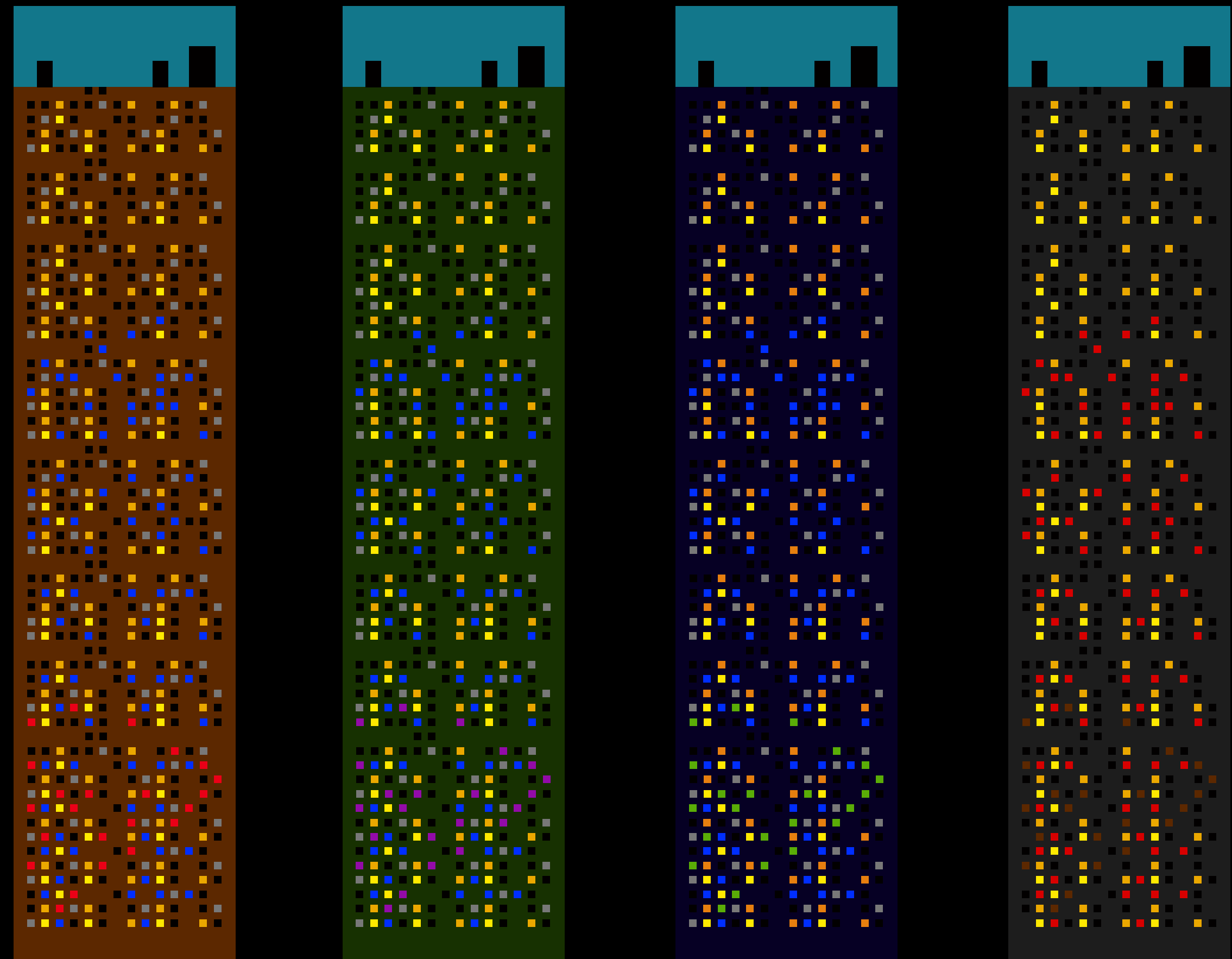
MOCKUP / SCREEN TEST

Level Blockout

There are many different resources in the underground. Right below the surface there are common ores like iron or copper. Below them there are rarer ones like gold or silver. The deeper you get the rarer the ores become.

In the first picture, which represents one planet, there are different ores at the bottom than on other planets. In the 2nd picture, there are pink squares at the bottom, which represents a rare ore only available on this planet. The idea is that you need to collect those ores, to unlock a specific upgrade or tech, so you are able to collect a rarer resource on a other planet.

Therefore you need to have multiple planets the get deeper into the ground.



Different Biomes:

Other Planets (levels), offer different resources and have other hazards (stones, magma, enemys)

LEVEL BLOCKOUT