



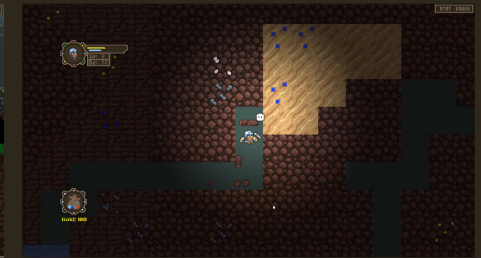
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## Description & Purpose

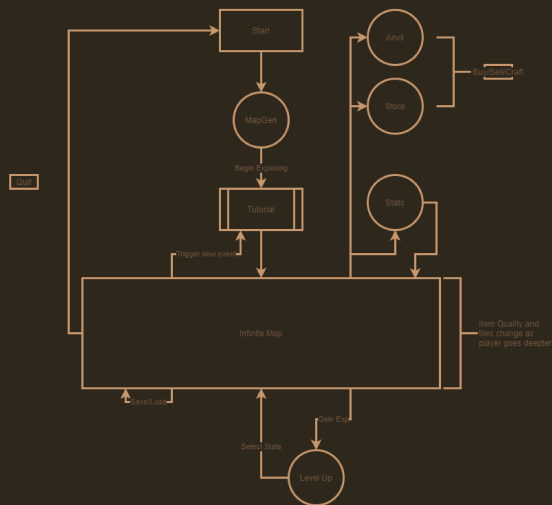
Dygg is a mobile game where the player controls a dwarf as they dig and explore through an infinitely large, tile-based, procedurally generated 2D world.

In this world, the player will be able to explore above ground, as well as dig underground in search of gems, ores, and treasures which they will be able to craft with and exchange in town to improve their character's equipment. This allows for players to progress at their own pace.

In addition to equipment upgrades, the player is able to upgrade their character through a role-playing game style level up system. As the player progresses through Dygg their character will receive experience points. Upon receiving enough experience points, the player will level up and be able to further upgrade their character's stats.



## Design



## Ethical & Intellectual Property Issues

Some of the main considerations we had while making Dygg were to make sure that all of the art and sound assets of the game were free to use. To overcome this, the majority of the art assets were created by our team. The sound effects and music in Dygg were purchased from the Unity asset store. While we took inspiration for Dygg from some of our favorite games, the concept is completely original and all source code used in the game was created by our team.