# Steamboat Wheel

GDD - Treasure catch

Overview

Vertical procedural scrolling game where the player guides the claw to avoid obstacles and reaches for the treasure. If the player fails the game, will return to the navigation map without consequences.

After the player triggers the game (by clicking the green button), the screen will show a blocked screen with the line "Tap to begin" and a specific animation on the bottom of the screen (see FTUE document)

Structure

The player controls a claw that goes down from the top of the screen with an **X velocity** (ClawVelocity in unity/second), and can be moved between 3 lanes, by swiping on the screen in the corrispettive direction.

The player must move the claw to evitate **mines**, that on touch will make the level fail. each level has an **X length** (LevelLenght in units).
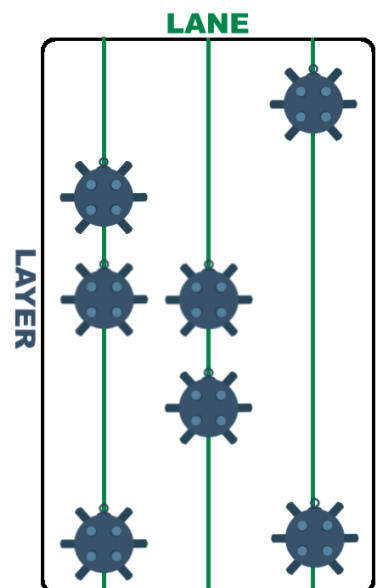
Mines generation

layers of mines will be randomly generated by a pool of 6 possible combinations, there will be an **x distance** (LayersDistance) between layers.
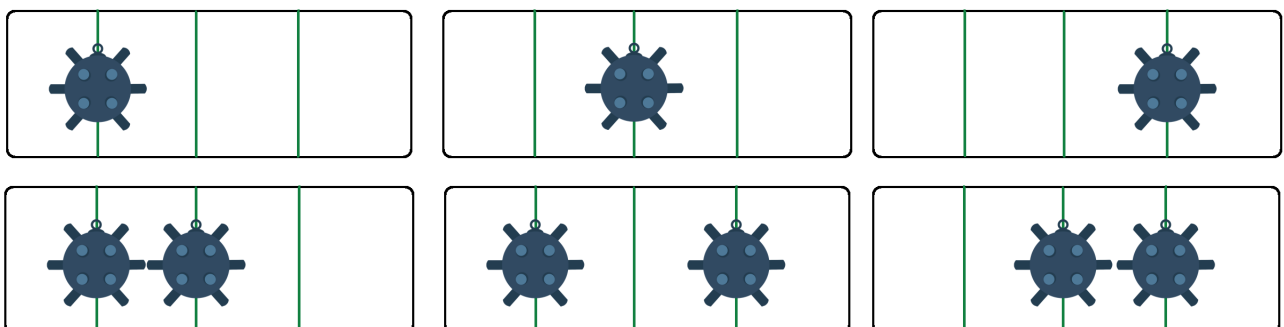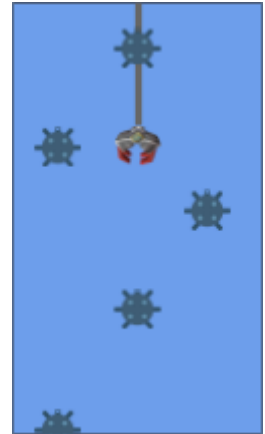
Claw

The Claw is attached to a rope and comes down from the top of the screen at **X speed** (ClawVelocity in unit/second), occupying ⅓ of the screen height, only the claw has a collider.
The camera will go dawn at the same pace of the claw.
When the camera reaches the end of the level (the seafloor), it will stop and the arm will continue to go down until it reaches the seafloor.
Swiping left and right on the screen will make the claw change lane at **Y speed** (TravelTime in unit/second)**.**

Treasure

The treasure is in the central lane at the end of each level, when the player touches it with the claw the level is completed.
the game will return to the navigation map and a treasure chest will pop up on the screen for the player to open it.
Every treasure contains a random amount of Gold Coins taken from a certain range. (MinGoldCoins) (MaxGoldCoins)
Every treasure has a **X** percentage of chance to contain an emerald (EmeraldChance in percentage).
Some fixed treasures contain an artifact.

Levels and rewards

There will be 4 different versions of the treasure catch, one per every area of the game, with certain values changing between them.

lvl	1	2	3	4
ClawVelocity				
LevelLenght				
MInGoldCoins				
MaxGoldCoins				