

Roc'hell

1.Introduction

Roc'hell is a take on the classic Boulder Dash Game for the Atari ST platform. The current build should run on all ST computer with at least 1 meg of memory.

The package includes:

- The game itself
- A complete set of graphics
- A level editor

2.The game

The actual game follows the basic rules of Boulder Dash, which is collecting a certain number of diamonds to open the exit. Rocks, nasties and other hazards are on the way of course.



The player :

- Can be controlled by the player in four directions and an action.
- Can dig Dirt, collect Diamonds, and push Boulders
- Can do those actions above while staying in place
- Can go into an Exit when it opens to complete a cave
- Can be killed by falling objects, getting caught in explosions, or touching enemies on contact



Diamonds (come in a number of colors):

- Can be collected by Rockford by moving into it or staying in place, as long as it doesn't move
- Can fall down, and roll off from Walls, Boulders, or Diamonds
- Can change into a Boulder upon dropping through an active Magic Wall
- Can be destroyed by explosions



Boulders :

- Can fall down, and roll off from Walls, Boulders, or Diamonds
- Can be pushed by Rockford by moving or staying in place; the moment it is pushed is randomly determined (TBD)
- Can be turned into a Diamond upon dropping through an active Magic Wall

- Can be destroyed by explosions



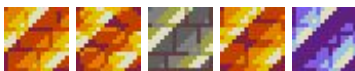
Dirt blocks (5 different themes):

- Can be dug by player by moving into it or staying in place.
- Can be destroyed by explosions or taken over by Amoeba
- The game engine will fill an actual in game level with a number of tiles to give variety. The editor view will display only one unique tile for each theme.



Regular bricks:

- Can be destroyed by explosions



Magic bricks:

- Looks similar to a brick
- Can be activated along with other Magic Bricks by dropping a Boulder or a Diamond
- Can convert Boulders and Diamonds back and forth.
- Can make converted Boulders or Diamonds disappear if something occupies below.
- Cannot convert Boulders or Diamonds if it remains above it instead of dropping through.
- Can expire after a limited amount of time of being active.
- Can be destroyed by explosions.



Solid Bricks:

- Cannot be destroyed in any way.
- Block the player.



Exit:

- Revealed and opened when the player collects enough diamonds in a cave.
- Cave is completed when the player enters it.



Amoeba: It expands in all directions every random number of seconds, to replace empty and Dirt blocks. When there is no space to expand, each block of it in the level is replaced by a Diamond. If the number of blocks of Amoeba is more than two hundred, each block in the level is replaced by a Boulder. *[TBD] It destroy firefly or convert butterfly to six Diamonds if on of them touch it.*



Slime: Similar to Magic Bricks, but don't convert Boulder to Diamond, or Diamond to Boulder.



Firefly: It follows the frontier between empty blocks and blocks with another type. It always turns to right. It is destroyed by a Boulder or a Diamond when one of them falls on it.



Butterfly: Like a firefly, it follows the frontier between empty blocks and other blocks with another type. It always turns to left. It is converted to a Diamond when a Rock or a Diamond falls on it.



Color Doors/Keys:

- Color code doors can be unlocked by using the correct key.

The following items are yet to be fully implemented and defined.



Extra life



Coin



Color Bombs+explosion



Extra time



Speed Up



Pickaxe



Fruits



Jewels



Crystals - Maybe destroyable only by a bomb?



Proximity Mine



Green Baddies: currently, random walk on dirt or empty block, it kills the hero on touch (TBD)



Fire Baddies: currently, random walk on dirt or empty block, leave a dirt block after it, It kills the hero on touch (TBD)

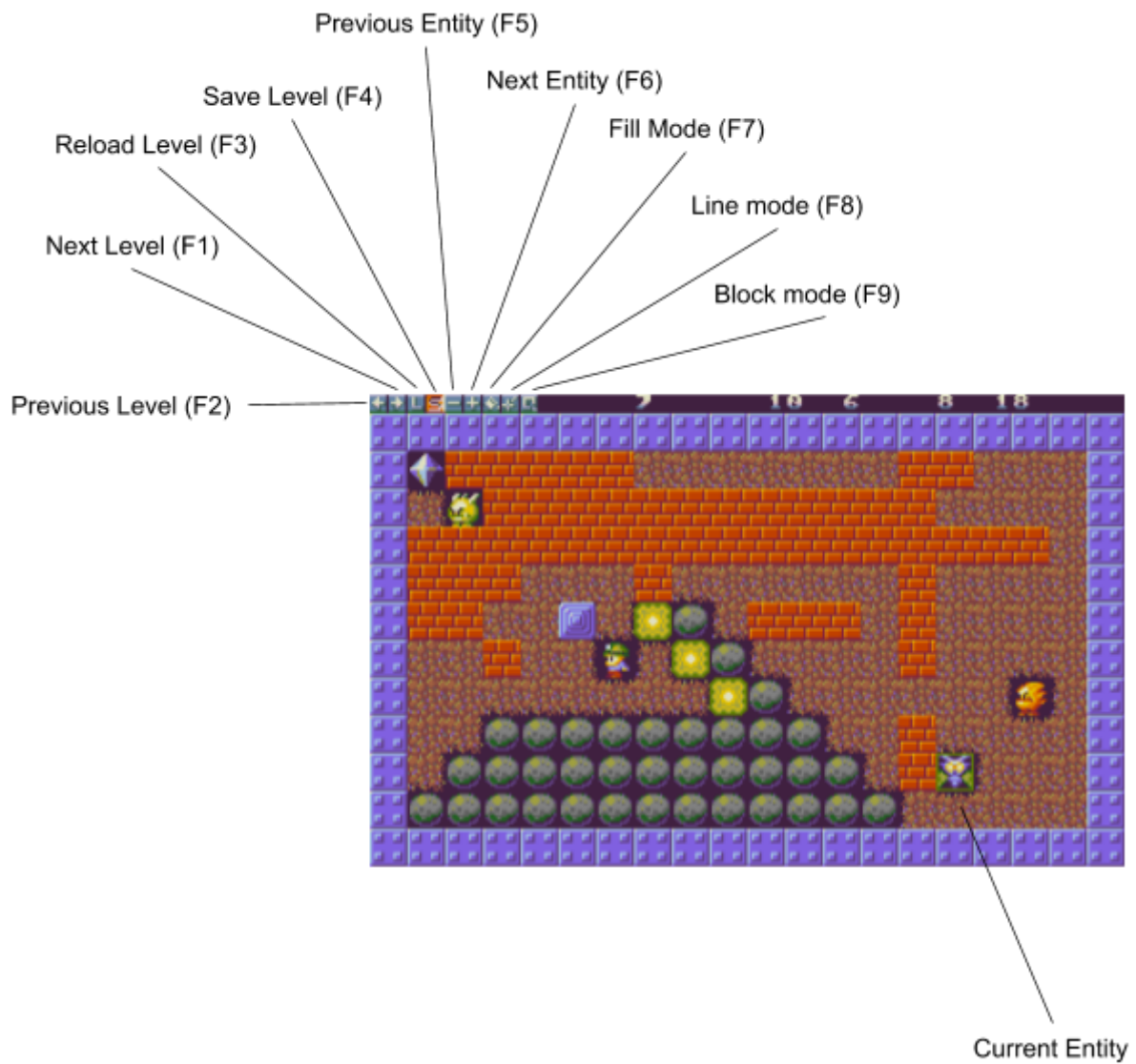


Lava



World Map / Progression Map

3. Level Editor



- "F8": Previous skin/theme
- "F9": Next skin/theme
- "U": Undo
- "Arrow keys": navigate in the level
- "T": Enter test mode
- "ESC": quit

4. Possible game improvements

- Design and implement proper levels.
- Add music and sounds.
- Use STe enhancements.
- Add more animations to the main character: death, push rocks (sprite is done already).
- Add a proper main menu.
- A progression system:
 - World map
 - Pre/post game lobbies (goals, score etc).
- Introduce additional gameplay features:
 - Bomb: could be used to blow rocks and more solid objects (ex:crystals).
 - Powerup items: speed, pickaxe, extra time.
 - Lava.
 - Proximity Mines: could be timely triggered to destroy rocks or enemies.
- Find proper behaviour for the Green and Fire baddies - Dig Dug is a fine example of how these could be used and added.
- Game Intro/Outro.
- Useful references:
 - Emerald Mine
 - Boulder Dash NES
 - Boulder Dash XL
 - Boulder Dash ME
 - Boulder Dash arcade (Data East)
 - Dig Dug & Dig Dug Arrangement