

# DOUG MASTERMINE

*Space Spelunker*

“Oh whipcracks, my drill broke... good thing I have spares!”



## MINE

Dig through rock to collect rare resources you need to heal, repair gear, and build new modules!



## CRAFT

Create modules and put them together into new tools with almost infinite emergent possibilities!



## FIGHT

Use your newly crafted equipment to fight your way through the ten floors and find the Ultimate Gearbox!

Once nothing but a kid on a scrap planet, Doug taught himself the skills of an engineer and left to find new adventures. Crash-landed on the planet that is rumored to hold the Ultimate Gearbox, he is determined to not just leave, but leave in **STYLE!**

### **Gear Grindin’:**

A fast-paced, skill-intensive roguelite focused on emergent systems, intense boss battles, resource management, and developing relationships with your fellow spelunkers on the strange planet you all are trapped on!



Camera pans in on flat, beautiful grassy plane, passes a mountain and gives brief glimpse of caves full of enemies inside before returning to grass. Suddenly a ship smashes down into the grass and throws out Doug, who flips and tumbles through the grass, trailing smoke until he comes to a stop. He stands up, rubs his head, then looks to the side, sees the mountain and the cave entrance, and equips his drill with a cool spark of light.

“Whipcracks!”

“This looks *fun*.”

“That’ll work!”

“And this goes here...”

“Outta my cave!!”

“Here we go again!”

“Oooh, shiny.”

“Love the smell of gunpowder.”

#### Notes:

Movements are snappy and expressive, while attacks all have a little lunge to them. Briefly holds pickups over his head to show off. Looks surprised when firing newly built weapon for first time. He is a burly human, muscular and tough looking in clothes designed for hard, physical work.

#### Skins:

- **Holiday:** Santa hat & beard
- **Soldier:** Cyber soldier armor
- **Scary:** Werewolf
- **Cutesy:** Cat ears & tail
- **Formal:** Black tuxedo w/tails

#### REFERENCE ART IMAGES

