

Version 1.0

# CAN YOU DIG IT?

DESIGN GUIDE

(YES YOU CAN)



Property of Monarch Games Inc. 2023

# TYPOGRAPHY



# TITLE

---

## Subtitle

### SUBHEADING

Paragraph

Footer / Watermarks

TITLE - Sigmar One 32,48px - For game titles, header1, and menu

SUBTITLE - Quicksand 30px - For park signs, subtitles, taken from national parks, it's a nice contrast to the title font. Has a tinge of futurism when used as a thin body. It's also unique.

WIRE ONE 42px - stands out among many and is what we use in our player UI as well as any Header 3 content where available. Compliments the forest and look of branches.

Rockwell 14px - For paragraph and long description texts in game or online content.

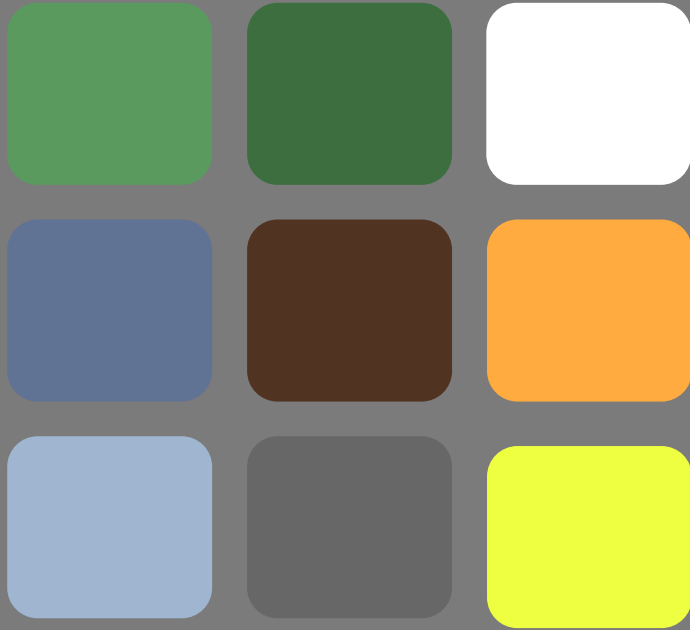
Comfortaa 8px - For footer and watermark elements to compliment subtitle fonts.



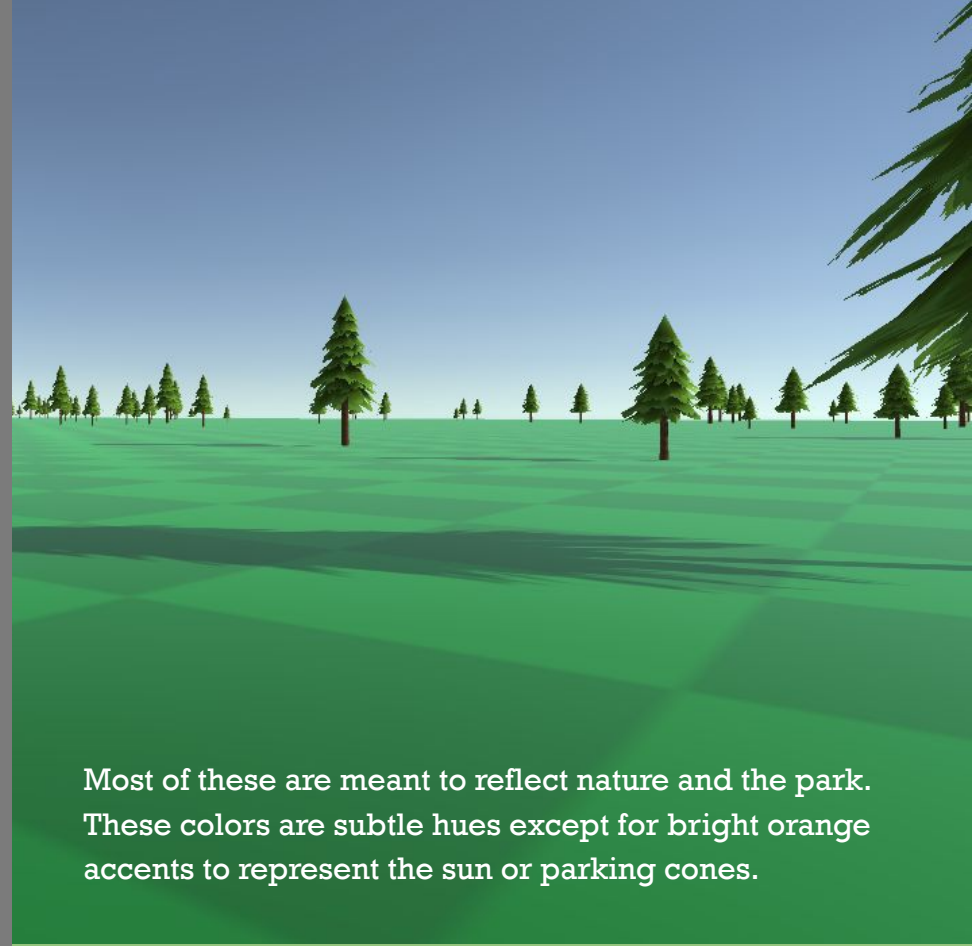


# COLOR + TEXTURE

# COLOR SCHEME

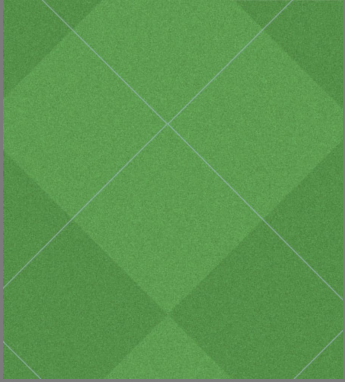


(None of these are final, subject to change)

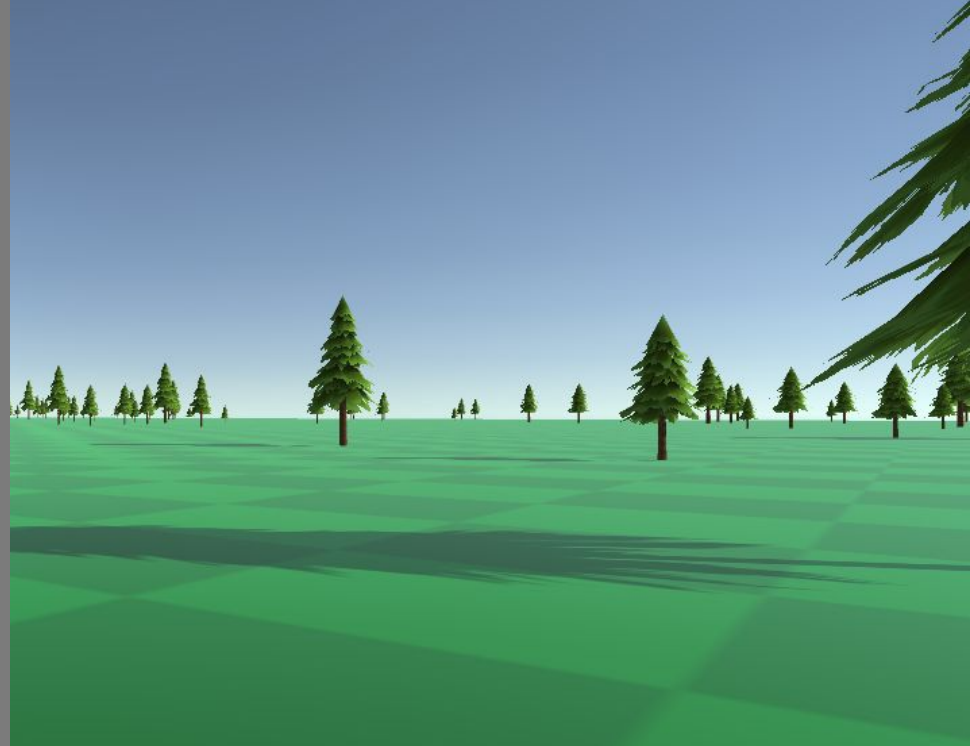


Most of these are meant to reflect nature and the park. These colors are subtle hues except for bright orange accents to represent the sun or parking cones.

# TEXTURE



(None of these are final, subject to change)



Most of these are meant to reflect nature and the park. These colors are subtle hues except for bright orange accents to represent the sun or parking cones.

# SHAPES

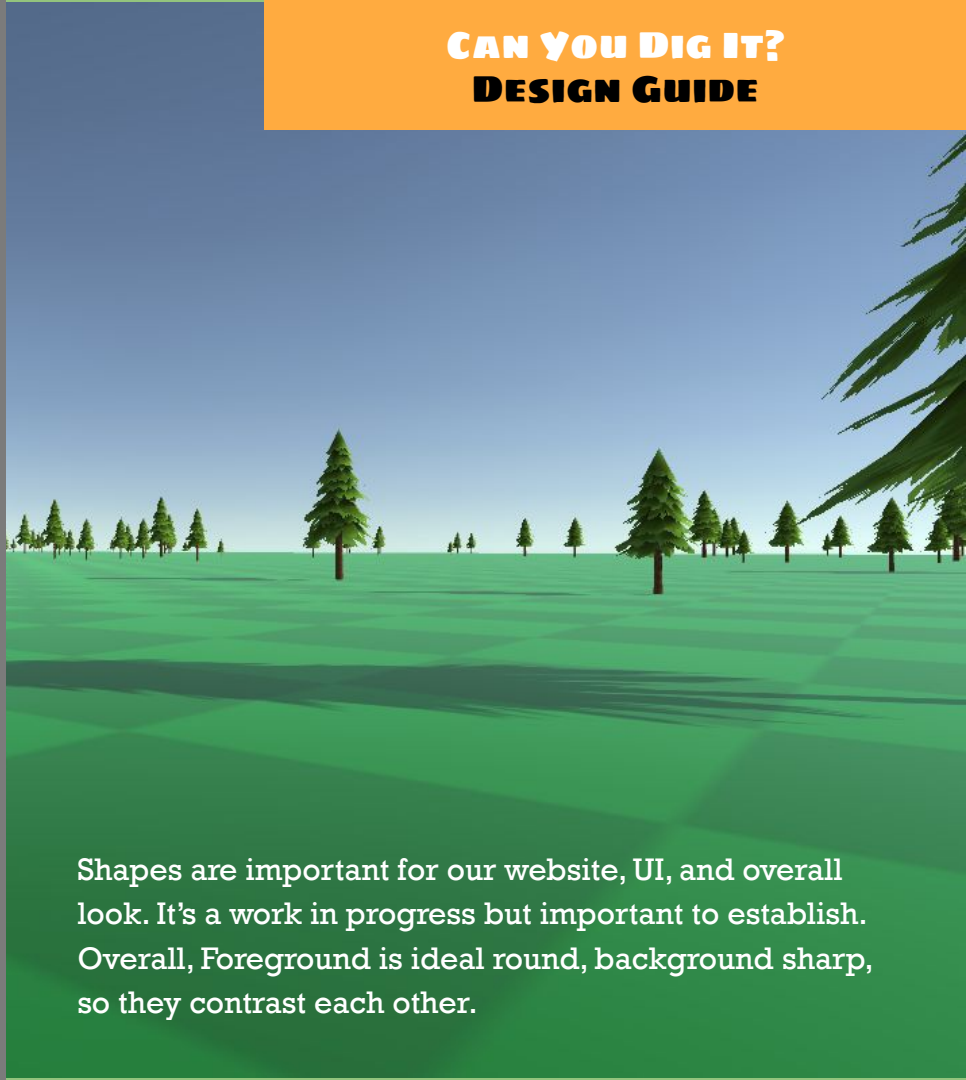
## Foreground



## Background



(None of these are final, subject to change)



Shapes are important for our website, UI, and overall look. It's a work in progress but important to establish. Overall, Foreground is ideal round, background sharp, so they contrast each other.



# TAGLINES



# ICONS

A 3D rendered landscape featuring a green checkered floor that recedes into the distance. The sky is a clear, light blue. Scattered across the horizon are several green pine trees of varying sizes. In the center of the image, the word "ICONS" is written in large, bold, white, sans-serif capital letters. The entire scene is framed by a dark blue, rounded rectangular overlay.

# WORDMARKS

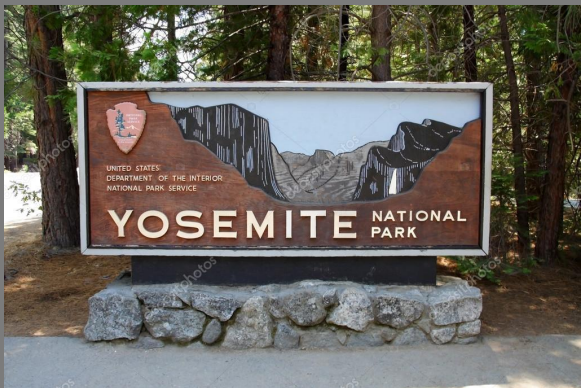




**INSPIRATION**

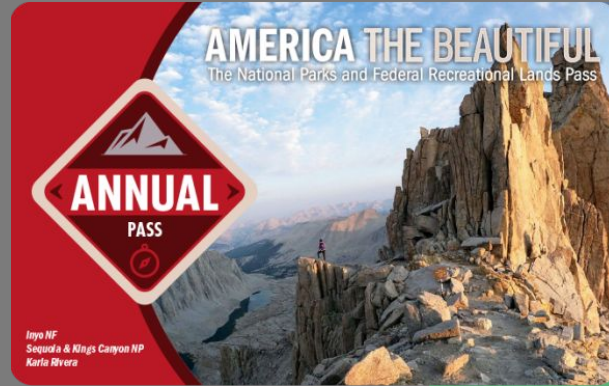
# NATIONAL PARKS

**CAN YOU DIG IT?  
DESIGN GUIDE**



National parks use specific fonts and colors that compliment the nature around it, which is what we want for our UI and signage in the game.

# PARK STORES



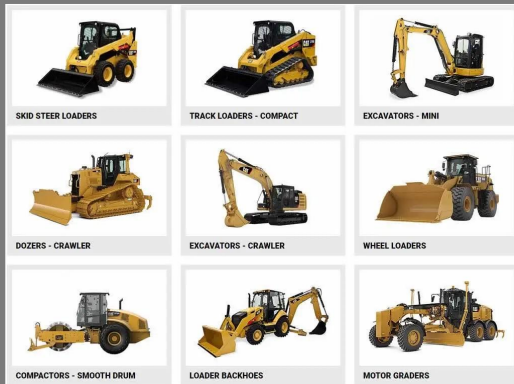
Park stores apply warm colors to contrast the green surrounding it. Fonts vary but most texture, shape, and color styles follow after stone and wood grains. We use this direction for environments signs, booths, and shops.

# CASINOS



While the casino vibe, color, and sound can get a bit cheesy and glitzy, we don't want to be overt in this except to apply tone and style wherever there's a money-driven event in-game such as during a found treasure, when it's sold, when when items are purchased.

# CONSTRUCTION



Construction equipment and signs are predominantly black, white, and orange in order to stand out from nature. We can use important elements such as hazard signs and special equipment or industrial logos to use this color scheme. Important menu items also might benefit from this. Stripes use sparingly.

# COUNTRY CLUB



Country clubs have an intentional design that lend themselves to gameplay. We don't want to lose the feel of raw nature so we should use this direction sparingly and where needed. Notice foliage spacing, sand pits, interior textures, flag, and ocean. The boundary from a level's edge can be ocean blocked by tree assets. Water can limit player.



# FASHION



Country clubs have an intentional design that lend themselves to gameplay. We don't want to lose the feel of raw nature so we should use this direction sparingly and where needed. Notice foliage spacing, sand pits, interior textures, flag, and ocean. The boundary from a level's edge can be ocean blocked by tree assets. Water can limit player.

# GAME SHOWS

## CAN YOU DIG IT? DESIGN GUIDE



From game shows, the number fonts, colors, textures, and rounded shapes stand out as the prominent notes. The glitz and glamour is meant to be used during key moments such as treasure finds or bonus moments.

# METAL DETECTORS



Metal detectors often have the white, black, orange, yellow, and grey. The LCD displays are a bit nerdy but the color scheme and idea is worth exploring in terms of meters.

# SHOVELS

**AMES BALDWIN WYOMING CO.**  
PARKERSBURG, W. VA.—NORTH EASTON, MASS.

**SHOVELS, SPADES AND SCOOPS**  
PLANT Parkersburg, W. Va. POST HOLE DIGGERS AND SNOW TOOLS PLANT North Easton, Mass.

**LEADING A B W BRANDS**

<b>GENUINE O. AMES</b> HUBBARD SOCKET SHANK	<b>RED EDGE</b> KNOX-ALL	<b>PONY</b> HUSKY	<b>MONONGAHE</b> FACEMAKER	<b>BRONCO</b> GOLD BUG	<b>COAL BLUFF</b> OPTIMUS
--	-----------------------------	----------------------	-------------------------------	---------------------------	------------------------------



**PLAIN BACK**  
Armor-D and Long Handle Square Point and Round Point Shovels and Spades. Made in four grades: Alloy, "A", "B", and "C" Grades.

**SOLID SHANK**  
Made from one solid bar of Steel. Equipped with A B W Shock Band. Armor-D and Long Handle, Square Point and Round Point Shovels and Spades. Made in three grades: Alloy, Standard Weight and Featherweight.

**HOLLOW BACK**  
Eastern Pattern Scoop—Armor-D Handle. Coal Shovel, corrugated or plain—Armor-D Handle. Made in four grades—Alloy, "A", "B", and "C" grades.

**PLAIN BACK**  
O. Ames, Square Point and Round Point, Armor-D Handle. Long Handle, Square Point and Round Point Shovels and Spades. Also made in Solid Shank.

**ARMOR-D HANDLE**  
The A B W Armor-D handle is the most perfect handle yet invented. To the natural strength of second growth Northern Ash has been added an armor of steel that surrounds and locks the wooden fork. It provides a smooth surface and supplies great strength at the point of strain. It gives protection against weathering, checking, and splintering, and increases handle strength. It has a grip that gives ample room for gloved hand. There is no wobble to an Armor-D Handle.

**NEW METHOD OF LABELING**  
A new and exclusive A B W method of marking brands has been developed (Patent Pending). Instead of pasting the brand label on shovel handles, we now die press our labels, in colors into the wood, making them as permanent as the handle itself.

**ABW**

For Complete and Detailed Information Write  
Parkersburg, W. Va. **AMES BALDWIN WYOMING CO.** North Easton, Mass.

**TRUE TEMPER PRODUCTS**  
THE AMERICAN TOOL AND DIE COMPANY, CLEVELAND, OHIO

**SHOVELS**  
Illustrated Price List No. 25  
AUGUST 15, 1940



**TRUE TEMPER SOLID SHANK SHOVEL**  
This shovel is made from one solid bar of steel. It is equipped with the True Temper Shock Band. It is available in three grades: Alloy, Standard Weight and Featherweight. It is made in four grades: Alloy, "A", "B", and "C".

**TRUE TEMPER HOLLOW BACK SHOVEL**  
This shovel is made from one solid bar of steel. It is equipped with the True Temper Shock Band. It is available in three grades: Alloy, Standard Weight and Featherweight. It is made in four grades: Alloy, "A", "B", and "C".

**TRUE TEMPER ARMOR-D HANDLE SHOVEL**  
This shovel is made from one solid bar of steel. It is equipped with the True Temper Shock Band. It is available in three grades: Alloy, Standard Weight and Featherweight. It is made in four grades: Alloy, "A", "B", and "C".

**TRUE TEMPER**



Notice older shovels have rust and cheaper ones have simpler designs. The pricer ones have more grooves, texture, and a sense of design. There are square and shield shaped, each for specific purpose.

# SOUNDS

A 3D rendered landscape featuring a green checkered floor that recedes into the distance. The sky is a clear, light blue. Scattered across the horizon are several green pine trees of varying sizes. In the center of the image, the word "SOUNDS" is written in large, bold, white, sans-serif capital letters. The entire scene is framed by a dark blue, rounded rectangular overlay.

# APPLICATION

A 3D rendered landscape featuring a green checkered floor that recedes into the distance. The sky is a clear, light blue. Scattered across the horizon are several green, conical trees of varying sizes. In the foreground, a dark, semi-transparent rounded rectangle is centered, containing the word "APPLICATION" in large, white, bold, sans-serif capital letters. The overall scene is bright and clean, typical of a game engine or simulation environment.

(YES YOU CAN)

# CAN YOU DIG IT?

START

OPTIONS

QUIT

Version 1.0 Alpha Core

(YES YOU CAN)

# CAN YOU DIG IT?

START

OPTIONS

QUIT

Version 1.0 Alpha Core



# INVENTORY

## EQUIPPED

SHOES - Standard Shoes - Casual footwear

BAG - Small Bag - Capacity: 10

SHOVEL - Farm Shovel - Standard Shovel Speed x1

DETECTOR - Standard Detector - A thrift store hobbyist's bargain.

## UNEQUIPPED

Shoes: Standard Shoes - Casual Footwear - Speed: 1

Bag: Small Bag - Capacity : 10

Shovel: Farm Shovel - Standard Shovel - Speed: 1

## PLAYER STATS

Move Speed: 1

Bag Capacity: 10

Shovel Speed: 8

Detector Ability: Standard



# INVENTORY

## EQUIPPED

SHOES - Standard Shoes - Casual footwear

BAG - Small Bag - Capacity: 10

SHOVEL - Farm Shovel - Standard Shovel Speed x1

DETECTOR - Standard Detector - A thrift store hobbyist's bargain.

## PLAYER STATS

Move Speed: 1

Bag Capacity: 10

Shovel Speed: 8

Detector Ability: Standard

## UNEQUIPPED

Shoes: Standard Shoes - Casual Footwear - Speed: 1

Bag: Small Bag - Capacity : 10

Shovel: Farm Shovel - Standard Shovel - Speed: 1



# INVENTORY

## EQUIPPED

SHOES - Standard Shoes - Casual footwear

BAG - Small Bag - Capacity: 10

SHOVEL - Farm Shovel - Standard Shovel Speed x1

DETECTOR - Standard Detector - A thrift store hobbyist's bargain.

## PLAYER STATS

Move Speed: 1

Bag Capacity: 10

Shovel Speed: 8

Detector Ability: Standard

## UNEQUIPPED

Shoes: Standard Shoes - Casual Footwear - Speed: 1

Bag: Small Bag - Capacity : 10

Shovel: Farm Shovel - Standard Shovel - Speed: 1



# INVENTORY

## EQUIPPED

SHOES - Standard Shoes - Casual footwear

BAG - Small Bag - Capacity: 10

SHOVEL - Farm Shovel - Standard Shovel Speed x1

DETECTOR - Standard Detector - A thrift store hobbyist's bargain.

## PLAYER STATS

Move Speed: 1

Bag Capacity: 10

Shovel Speed: 8

Detector Ability: Standard

## UNEQUIPPED

Shoes: Standard Shoes - Casual Footwear - Speed: 1

Bag: Small Bag - Capacity : 10

Shovel: Farm Shovel - Standard Shovel - Speed: 1



# OPTIONS MENU

## Graphics Settings

4K Resolution

1080p Resolution

720p Resolution



Full Screen

## Sound Settings



Mute

1:DETECTOR

2:SHOVEL

3:INVENTORY

4:OPTIONS



# OPTIONS MENU

## Graphics Settings

4K Resolution

1080p Resolution

720p Resolution



Full Screen

## Sound Settings



Mute

1:DETECTOR

2:SHOVEL

3:INVENTORY

4:OPTIONS



# OPTIONS MENU

## GRAPHIC SETTINGS

4K Resolution

1080p Resolution

720p Resolution



Full Screen

## SOUND SETTINGS



Mute

1:DETECTOR

2: SHOVEL

3:INVENTORY

4:OPTIONS



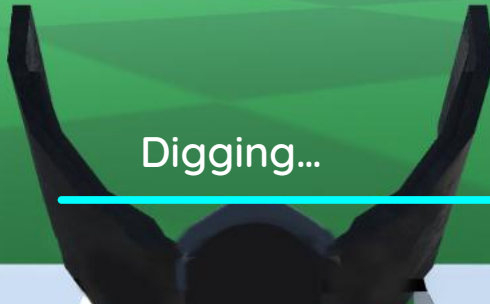
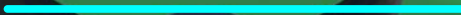
Number of Treasure (remaining): 100

Wallet: 100

EST VALUE: 0000 Credits  
INVENTORY(0/10)

NICKEL NUGGET  
GOLD BULLION  
RUSTY NAIL  
RUSTY NAIL

Digging...





NICKEL NUGGET  
GOLD BULLION  
RUSTY NAIL  
RUSTY NAIL

# UNCOVERED NICKEL NUGGET

Value: 012 credits  
Weight: 0.3 ozt  
Rarity: 15% chance

ACCEPT

DISCARD



# UNCOVERED

## NICKEL NUGGET

Value: 012 credits  
Weight: 0.3 ozt  
Rarity: 15% chance

ACCEPT

DISCARD



Number of Treasure  
(remaining): 100

Wallet: 000

EST VALUE: 0000 Credits  
INVENTORY(0/10)

# UNCOVERED NICKEL NUGGET

NICKEL NUGGET  
GOLD BULLION  
RUSTY NAIL  
RUSTY NAIL

**VALUE:** 012 credits

**WEIGHT:** 0.3 ozt

**RARITY:** 15% chance

ACCEPT

DISCARD



Number of Treasure  
(remaining): 100

Wallet: 000

EST VALUE: 0000 Credits  
INVENTORY(0/10)

# UNCOVERED

---

## NICKEL NUGGET

NICKEL NUGGET  
GOLD BULLION  
RUSTY NAIL  
RUSTY NAIL

**VALUE:** 012 credits

**WEIGHT:** 0.3 ozt

**RARITY:** 15% chance

ACCEPT

DISCARD



Number of Treasure (remaining): 100

Wallet: 100

EST VALUE: 0000 Credits  
INVENTORY(0/10)

NICKEL NUGGET  
GOLD BULLION  
RUSTY NAIL  
RUSTY NAIL

**DETECTION : COLD**

1:DETECTOR

2: SHOVEL

3:INVENTORY

4:OPTIONS



Number of Treasure (remaining): 100

Wallet: 000

EST VALUE: 0000 Credits  
INVENTORY(0/10)

NICKEL NUGGET  
GOLD BULLION  
RUSTY NAIL  
RUSTY NAIL

DETECTION : COLD

1:DETECTOR

2: SHOVEL

3:INVENTORY

4:OPTIONS



Number of Treasure (remaining): 100

Wallet: 000

EST VALUE: 0000 Credits  
INVENTORY(0/10)

NICKEL NUGGET  
GOLD BULLION  
RUSTY NAIL  
RUSTY NAIL

DETECTION : COLD

1:DETECTOR

2: SHOVEL

3:INVENTORY

4:OPTIONS



Number of Treasure (remaining): 100

Wallet: 000

EST VALUE: 0000 Credits  
INVENTORY(0/10)

NICKEL NUGGET  
GOLD BULLION  
RUSTY NAIL  
RUSTY NAIL

DETECTION : COLD

1:DETECTOR

2: SHOVEL

3:INVENTORY

4:OPTIONS





A

B

C

1:DETECTOR

2: SHOVEL

3:INVENTORY

D

E

F

G

1:DETECTOR

2: SHOVEL

3:INVENTORY

H

1:DETECTOR

2: SHOVEL

3:INVENTORY

I

1:DETECTOR

2: SHOVEL

3:INVENTORY

J

K

L

1:DETECTOR

2: SHOVEL

3:INVENTORY

M

1:DETECTOR

2: SHOVEL

3:INVENTORY

N

1:DETECTOR

2: SHOVEL

3:INVENTORY

O

1:DETECTOR

2: SHOVEL

3:INVENTORY

P

Q

1:DETECTOR

2: SHOVEL

3:INVENTORY

R

4:OPTIONS



A

1:DETECTOR

2: SHOVEL

3:INVENTORY

J

1:DETECTOR

2: SHOVEL

3:INVENTORY

B

1:DETECTOR

2: SHOVEL

3:INVENTORY

K

1:DETECTOR

2: SHOVEL

3:INVENTORY

C

L

D

1:DETECTOR

2: SHOVEL

3:INVENTORY

M

E

1:DETECTOR

2: SHOVEL

3:INVENTORY

N

F

1:DETECTOR

2: SHOVEL

3:INVENTORY

O

G

P

1:DETECTOR

2: SHOVEL

3:INVENTORY

H

Q

I

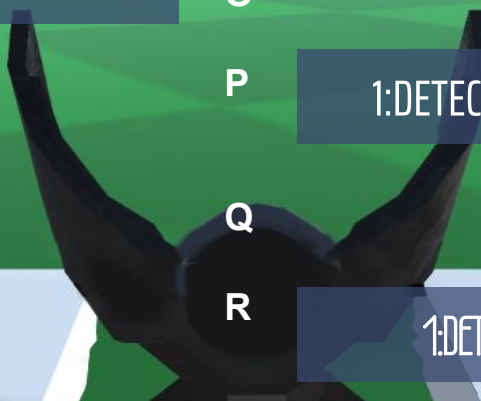
R

1:DETECTOR

2: SHOVEL

4:OPTIC

3:INVENTORY



A

B

C

D

E

F

G

H

I

J

K

L

M

N

O

P

Q

R

1:DETECTOR 2: SHOVEL 3:INVENTORY

1:DETECTOR 2: SHOVEL 3:INVENTORY

1:DETECTOR 2: SHOVEL 3:INVENTORY

1:DETECTOR 2: SHOVEL 3:INVENTORY

1:DETECTOR 2: SHOVEL 3:INVENTORY 4:OPTIC 

# INDEX

INTRODUCTION

WORDMARKS

TAGLINES / CALL TO ACTION

INSPIRATION

TYPOGRAPHY

SOUNDS

COLOR & TEXTURES

APPLICATION

ICONS

INDEX

SHAPES

# THE END

THANKS

