

Overview

This document demonstrates the systems for "FISH!"

This document is a working document, so things are subject to change.

Major changes will be kept track of in the Update Log Section, if any.

Dictionary

Islands:

- "A piece of land surrounded by water" (in swamp context)
- The different spaces the player traverses through with the map.
- Doesn't mean stereotypical tropical or Caribbean islands.

Combat Island:

- Procedurally generated area with enemies
- This is where the player will be able to engage in combat with enemy NPCs to gain currency

Gambling Island:

- Static island, no enemies and no combat
- This is where the player engages with the gambling machine to either gamble for upgrades, or relieve their debt

Meatball:

- The raccoon who is the sort of "Zoltar" figure in the gambling machine
- Easter egg from our other concept, Trash Wizard

Update Log

- 3/5: Updated Upgrades, added Slot Machine and Currency, edited Enemies to reflect Sprint 6 decisions
- 3/5: Added description section to the controls table for extended clarification
- 3/22: Updated Currency, Player Health, Gambling Machine, "Island" Traversal Map
- 3/22: Added Achievements and Game Saving section
- 4/12: Added Combat Island and Gambling Island terminology
- 4/12: Updated Traversal Map, Enemies, Upgrades, Gambling Machine, Achievements, and Game Saving/Loading sections
- 4/12: Added Enemy Scaling section

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Camera & Movement

Context:

The camera perspective takes inspiration from the God of War and Jedi: Fallen Order 3rd person camera – especially in terms of combat fluidity.

The controls are configured for keyboard and mouse gameplay.

Process:

Input	Action	Description	Notes
W	Forward	Moves player forwards in direction facing	
S	Backwards	Moves player backwards in direction facing	
A	Left	Moves player to the left in direction facing	
D	Right	Moves player to the right in direction facing	
Mouse Cursor	Look around	Rotates third person camera	
Space	Jump	Launches the player in an upward motion	
LMB (Click)	Melee attack	The player performs a hit attack with their fishing rod	<i>Deals damage to hit enemies</i>
LMB (Hold)	Aim to cast line	Preparing to cast the fishing rod line at a targeted enemy	
LMB (Release)	Cast line	Casts the fishing line at the enemy, hook latches onto the enemy	<i>Only works if the player is aiming at an enemy (above)</i>
LMB (Click while casted)	Reel in enemy	With the hook attached, pulls the enemy closer to the player, detaching the line.	
Left Shift	Dodge	The player lurches swiftly in the direction the player model is currently facing	
E	Interact	Interacts with an interactable object, triggering an event	
R	Reset level	Restarts the level the player is currently in	
ESC	Pause menu	Bring up the pause menu while in-game	

Island Route Map

Context:

The player progresses through the procedurally generated islands by interacting with a map and clicking on the desired island to go to.

The island placements and routes are randomly and infinitely generated EXCEPT for the first few islands.

Process:

- Player presses "E" on the boat to pull up the map (subject to change)
- A GUI will pop up, laying out available routes of islands to go to
 - Indication marker on what island the player is currently on
 - Paths previously taken will be displayed by grey line
 - Paths that can be taken will be black, and will highlight when hovered over connected island
- The player can click on an available island to go to it
- The player will teleport to that island
- The first island will always be a combat island
 - It will only have 1 branch
- The second island will always be a gambling island
 - This can branch as normal
- Each island can have 1-3 islands branching off of them
- Upgrade island guaranteed to be 2-4 islands away from each other, taking all branches into account

Fishing Rod Combat

Context:

The fishing rod, being one of the core pillars of the game, aims to utilize an unorthodox weapon to create unique and feel-good combat

Process:

Melee Hit

- Close ranged hit
- Using the ROD as a weapon
- WHACK!

Cast Line/Hook

- Casting the hook onto an enemy
- GOTCHA!

Yank/Reel

- Ranged attack
- With the hook/line attached to an enemy, pulls the enemy towards you
- WEE!

Player Health

Context:

The player has health that is relayed through a health bar.

Health is a scarce resource.

Process:

- The health (bar) decreases when the player is applied damage
- When the player's health is depleted, it is an end state & they restart the game loop
- Everything except debt count and unlocked achievements resets upon death

Currency (Shells)

Context:

As per the narrative context, the player character is in debt from losing their money to gambling. To pay off this debt, the player character resorts to taking the little money left from other gamblers, while they are trying to get the player's.

Process:

- The currency metric are Shells
- Upon defeating an enemy, x amount of currency will drop for the player to collect
 - Default is 100
 - Value will change depending on if the player has currency drop increase upgrade(s)
- The player can spend shells on:
 1. Meatball's Gambling Machine to gamble for upgrades
 2. Paying off their debt
- The amount of shells the player has is displayed visually on the screen

Enemies

Context:

The enemies should complement the fishing rod combat, making the combat itself fun and contextually useful, but also challenging.

Difficulty scaling; Enemy health and damage increase minimally the more combat islands the player completes.

Process:

Green Bass (Melee Enemy)

- Grade: Basic
- Appearance: Any
- Behavior: Path finds towards player and attacks when in melee-range

Red Bass (Ranged Enemy)

- Grade: Basic
- Appearance: Second combat island and above
- Behavior: Shoots projectiles at ranged distance. If in enemy range of player, switches to melee (weaker melee attack than melee enemy)

Enemy Scaling

Context:

Enemy health and damage increase minimally the more combat islands the player completes.

This is to enforce the need for and balance of upgrades and the target player motivation types of mastery and challenge.

Process:

Enemy Health:

- Both melee and ranged enemies will have their health increased by x amount of health every combat island, respective to their individual default health values and the number of combat islands the player has completed.

Enemy Damage:

- The melee damage for both enemy types will be gradually increased by x amount every two combat islands the player goes to.
- Ultimately, the damage will cap at the amount of damage it takes to kill the player in two hits. Eventually, after x amount of islands with that cap, it will shift to 100% damage, in which the player can be killed in one hit. At this point in the game, it's a matter of how long the player can last.

Upgrades

Context:

In order to feed into player progression and motivation to get as far in the game as possible, upgrades will assist the player through the (planned) scaling enemy difficulty and pick-able map routes.

The player gets the upgrades from the Upgrade Gambling Machine

The upgrades are variable/stat based, and stackable.

Process:

Stat	Behavior	Description	Example
Fishing Rod Damage	+x rod and hook damage	Increases the rod and hook damage by x respectively	+10 Fishing Rod Damage
Cast Distance	+x% cast distance	Increases the distance of which the player can cast the fishing line	+10% Cast Distance
Enemy Currency Drops	+x% currency drop for all enemy types	Increases the amount of currency drop for respective enemy	+50% currency drop for all enemies
Health Regain	Instant health regain	Sets players' health to full	+100 Health

Upgrade Gambling Machine

Context:

Typing into the gambling storyline of the narrative, the player gambles for upgrades OR funnels in shells to repay debt through the machine

The machine will only appear on gambling dedicated islands. This is to encourage the use of player agency and strategy when picking their routes on the map.

Meatball (raccoon) is in the machine, acting as a sort of "Zoltar" figure, giving visual and audio feedback.

Process:

- The player spends their Shells to gamble
- The gambling island will appear every 2-4 islands on the map
- There are unlimited spins on each machine, however it costs more to use every consecutive spin per machine
 - Example: First spin = 250 shells, second spin = 500 shells
- On interact with the machine, the player can choose to:
 1. Gamble shells for upgrades
 2. Pay off debt
- If paying off debt, the player pays whatever currency they currently have towards the debt
- If gambling, 3 wheels similar to slot machines will roll and land on an icon. The player can pick one out of the three to receive.
- The upgrades are randomly generated onto each wheel and will be different every gambling island
- If the player rolls an "X" for nothing, they essentially lose that wheel's gamble.
- If the player rarely rolls "X" on all three wheels, womp womp.
- There are no "X"s on the first gambling island the player goes to in a run.

Achievements

Context:

To add a medium of completing the game and adding more satisfaction to the game loop, there will be predetermined achievements the player can complete.

Having achievements compliments the infinitely generating gameplay and creates goals for the player to continue.

Process:

- The player will get a pop-up when they unlock an achievement
- Players can view all locked and unlocked achievements in the pause menu

Achievement	In-Game Name	In-Game Description	Tier I #	Tier II #	Tier III #
Kill X amount of enemies	Mudlust	Knock out X enemies. Gotta fund your gambling habits somehow.	5	20	75
Pull X enemies into the water	Ring Out	Send enemies flying off into the waters.	10	50	120
Spin the machine X consecutive times in a level	Just One More	Spin the machine X times on the same island.	2	5	10
Pay certain amount of debt	Coulda' Won Big	Pay off X% of your debt.	10%	50%	75%
Fall into water X times	Slip N' Slide	Go for a dip X times.	5	20	75
Player dies on the first island	One and Done	Die on the first island.			
Kills all enemies in a level	Victory Royale	Clear all enemies in a single combat island.			
Player looks at the crashed plane	Hope they're OK	Witness an accident.			
Player looks at the kissing frogs	Love Wins	See the frogs kiss.			
Player jumps into the alligator	See you later!	Give the beast a good meal.			
Player listens to the shanty all the way through	Hurdy Gurdy Enjoyer	Jam out to some good tunes.			
The player rolls nothing on all 3 slots	High Roller	Get unfathomably unlucky.			
Pay off debt	Out of the Red	Pay off your entire debt.			

Save & Load

Context:

As the game is continuous, there is a need for saving in between runs, and factors that need to be saved after player death.

Process:

- When booting up the game, the player can choose to:
 - Resume their save-state (if they have saved before)
 - Start a new game (wiping all existing saved data and starting fresh)
- The specific variables auto-save after specific actions
- The player cannot manually save the game
- Nothing except for achievements will be saved mid-combat as to not complicate things, and as to not throw the player into mid-combat if they leave during it.

Variable	Saved When	Deleted/Defaulted When
Player currency	New island, pay debt, choose upgrade	New game, player death
Debt counter	New island, pay debt, choose upgrade	New game
Rod damage	New island, pay debt, choose upgrade	New game, player death
Line cast distance	New island, pay debt, choose upgrade	New game, player death
Enemy currency drop	New island, pay debt, choose upgrade	New game, player death
Damage upgrade counter	New island, pay debt, choose upgrade	New game, player death
Currency upgrade counter	New island, pay debt, choose upgrade	New game, player death
Casting upgrade counter	New island, pay debt, choose upgrade	New game, player death
Player health	New island, pay debt, choose upgrade	New game, player death
Combat island counter	New island, pay debt, choose upgrade	New game, player death
Gambling island counter	New island, pay debt, choose upgrade	New game, player death
Fall into water counter	New island, pay debt, choose upgrade	New game, player death
Enemy kill counter	New island, pay debt, choose upgrade	New game, player death
All achievements (map var)	Achievement is unlocked	New game
Player's current generated route map	New island, pay debt, choose upgrade	New game, player death
Current procedurally generated combat level	Player enters combat island	New game, player death, player leaves island