

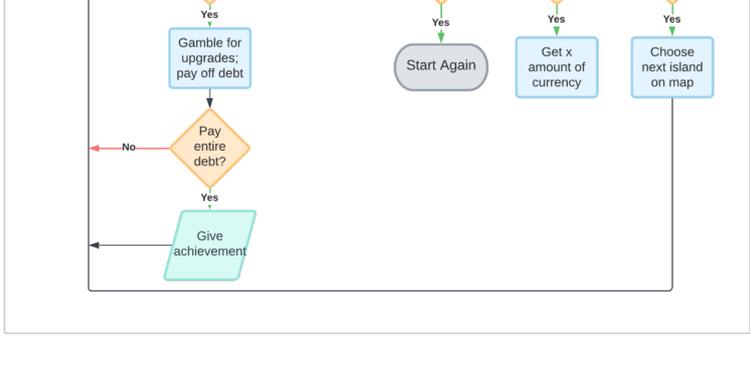
## Intent

In this 3rd person action game we wanted to focus on three specific pillars: Combat, Replayability, and Humor. The goal of this game is to capture a light-hearted tone in a swamp/bayou themed environment, with an endlessly replayable adventure of knocking out enemies with your handy fishing rod, and gambling for upgrades to pay off your debt.

## Intent

**YOU ARE IN DEBT!** In *FISH!* you play as Gobey, who lost all his shells in a game of go-fish. The holder of your debt, a racoon named Meatball, now expects you to pay it back ASAP. Traveling from island to island, knocking out bottom-feeders for their shells with Gobey's handy fishing rod up close, or by yanking them from afar. You will either gamble for upgrades, or pay off your debt as you see how far you can make it in this third person fishing rod combat game. There are two different enemies in this game. The melee enemy and the ranged enemy. All levels are procedurally generated and so are the enemies on the island. They can leave at any time, but it will come at the cost of them making less money if they fail to take down all foes.

## Game Loop



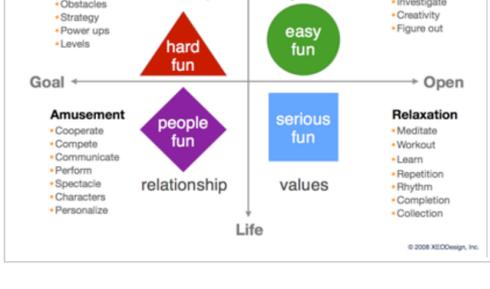
## Monetization (Hypothetical)

*FISH!* is planned to be self-published on Itch.io with the market price of \$9.99. With this, there is no publishing cost. However, with the plan to publish on Itch.io, we would also plan to publish the game onto its storefront, in which there is a 10% revenue cut taken. At the current moment we see no reason to sell the game in any other way than at a premium, as we do not see how it would be supported long term in the case of free-to-play or how we would begin to feature MTX if we wished to.

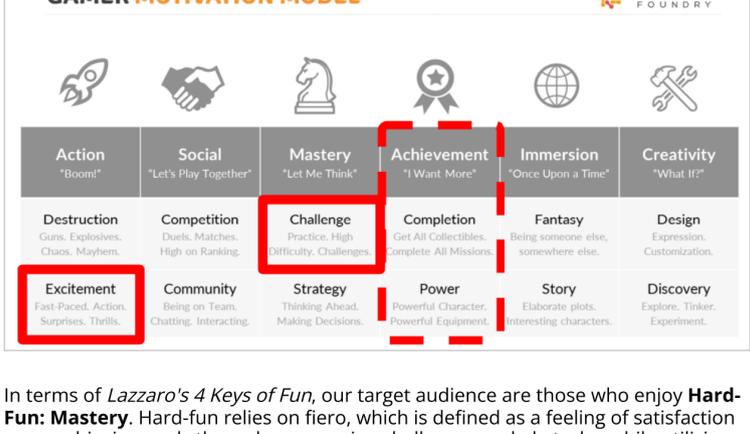
## Target Audience

The potential audience for *FISH!* derives from Lazzaro's 4 Keys of Fun and Quantic Foundry's Gamer Motivation Model.

### Lazzaro's 4 Keys of Fun:



### Quantic Foundry's Gamer Motivation Model:



In terms of *Lazzaro's 4 Keys of Fun*, our target audience are those who enjoy **Hard-Fun: Mastery**. Hard-fun relies on fiero, which is defined as a feeling of satisfaction upon achieving goals through overcoming challenges and obstacles while utilizing strategy. Hard-fun succeeds in endorsing the fun in the gameplay while having the player experience challenge. That challenge, and potentially even frustration, leads to the feeling of fiero. Hard-fun games require riding a line of challenge between frustration and boredom in order to reach fiero for the player. *FISH!* matches this type of fun because it faces the player with changing combat encounters with a variation of experience due to procedural generation systems. The player is able to upgrade themselves to overtake these challenges, creating satisfaction within the player for having gone out of their way to get those upgrades.

For *Quantic Foundry's Gamer Motivation Model*, the gamer motivations of **Excitement** and **Challenge** primarily focuses on players who enjoy experiences with lots of action and difficulty, taking on challenges posed to them, and often needing to take multiple tries to complete certain experiences they enjoy. Players of these motivations do this repetition to improve their skills in the game, and so that they can take on the hardest content it has to offer. Games with the motivations of excitement and challenge have moderate pacing and less handholding for teaching of game mechanics. *FISH!* matches these motivations for many of the same reasons it poses hard-fun. The player will experience varying challenges at a moderate pace due to procedural generation, and it will be enough for the player to need to increase their skill or abilities to overcome the differing challenges. The randomness of procedural generation will be what differs these challenges and forces the player to adapt.

Also for Quantic Foundry, we are secondarily aiming for the motivations of **Completion** and **Power**, so essentially the Achievement category as a whole. Completion is marked by the player wanting to complete everything available in the game and completing goals set out for them. This is achieved in *FISH!* through our achievements system, where players have a set of achievements as their long-term goals for completion. For Power, this motivation is marked by the player gradually becoming more of a powerhouse that can dominate their enemies. This is achieved in *FISH!* with our upgrade system, where players can gamble their money for powerful upgrades to their stats, and eventually become a terrifying force that can gain lots of extra cash and be overall much more powerful in combat than they were previously.

## Player Motivation

The main goal for the player is to pay off their debt. They do this by gathering money throughout their runs, and an extra set of challenges in the form of achievements are also in the game in order to promote player progression by completing certain simple tasks. The game gets progressively harder as a run continues, so the longer the player is alive, the harder the game becomes, scaling to the ability level of the players who play it and want a challenge. The player will also have RNG elements of the game that provide a way for the player to build their power how they want. With damage upgrades, currency upgrades, and cast length upgrades, the player can gamble for these upgrades in order to progress further on a run with less difficulty.

## Game States

Being alive, fighting enemies, gambling at an island, and dying are the main game states. The game starts on an open boardwalk with a linear path towards a boat, the player gets their bearings and learns the basics of the game. After that they enter the state of their first combat encounter also known as fighting enemies. They go through the encounter and their health drops to 0, they die. However, if they succeed they will go to their first gambling island. A safe space where the player can choose to distribute their money between the debt they owe, and the upgrades they want to further their run. After that the player enters a random state of choosing whether to fight or gamble and go until the loss state is achieved.

## Systems & Mechanics

Name	Description
Player Traversal	<ul style="list-style-type: none"> <li>Designed by using the <b>WASD</b> keys to move the character in the cardinal directions</li> <li><b>LShift</b> propels the player character in a forward movement, used effectively as a dodge</li> <li>The mouse is used to move the camera around to get views of different angles and positions</li> </ul>
Combat	Melee <ul style="list-style-type: none"> <li>Using <b>LMB</b> (Click) to swing the rod and attack enemies at a closer range</li> </ul> Aiming <ul style="list-style-type: none"> <li>Using <b>RMB</b> (Hold) begins the process the getting the line ready to be cast upon releasing the button</li> </ul> Casting <ul style="list-style-type: none"> <li>Upon using <b>RMB</b> (Release) while aiming at an enemy, the fishing line will extend towards the enemy, making them hooked on</li> </ul> Yank <ul style="list-style-type: none"> <li><b>LMB</b> (Click while enemy hooked) pulls the enemy towards the player</li> </ul>
Interaction	There are opportunities in the game for the player to press E to interact with various aspects of the game
Procedural Generation	Using "Wave Function Collapse", the combat spaces are procedurally generated using pre-made tiles, making each playthrough different
Map	Randomly generated GUI to traverse the procedurally generated levels, which branching routes the player can choose from
Player Health	<ul style="list-style-type: none"> <li>The player has health that is relayed through a health bar on the HUD</li> <li>Players' health decrease when attacked by an enemy, and die if their health reaches 0</li> </ul>
Currency	<ul style="list-style-type: none"> <li>The player's currency is relayed through a counter on the HUD</li> <li>The player collects currency from defeating enemies, and uses currency to pay off their debt or to gamble for upgrades</li> </ul>
Debt	<ul style="list-style-type: none"> <li>The player has a debt starting at 250,000, which is relayed through a counter on the HUD</li> <li>The player can decrease their debt by giving collected shells to Meatball</li> </ul>
Gambling	<ul style="list-style-type: none"> <li>The player can spend currency to gamble for upgrades, with the first spin costing 250, and doubling consecutively</li> <li>The gambling machine consists of 3 wheels the player spins, which each have a random chance of landing on an upgrade, or landing on an "X" for nothing</li> <li>When all wheels are landed, the player can choose one wheel to obtain the landed upgrade</li> </ul>
Upgrades	Fishing Rod Amount <ul style="list-style-type: none"> <li>+10 damage of current damage dealt to enemies</li> </ul> Reel Cast Distance <ul style="list-style-type: none"> <li>+800 meters of current line distance able to be casted on an enemy</li> </ul> Enemy Currency Drops <ul style="list-style-type: none"> <li>+25% of current enemy drop</li> </ul> Health Regen <ul style="list-style-type: none"> <li>Regens the player's current health to maximum health</li> </ul>
Enemies	<ul style="list-style-type: none"> <li>Enemies appear individual in the combat spaces and each have their own individual health, with their damage output being defined by their type</li> </ul> Melee <ul style="list-style-type: none"> <li>The melee enemy path finds towards the player and hit them with their fist as a melee attack</li> </ul> Ranged <ul style="list-style-type: none"> <li>The ranged enemy path finds towards the player and shoots projectiles at a distance</li> <li>If the player gets close up, the enemy switches into a melee attack and reverts back to ranged when at a farther distance</li> </ul>
Enemy Scaling	<ul style="list-style-type: none"> <li>The more combat islands the player visits, the more health and damage the enemies have</li> <li>After 25 islands, the enemies will reach a damage amount that can one-hit kill the player, by which the player is in complete survival mode</li> </ul>
Achievements	The player has an array of achievements to complete throughout gameplay
Game Saving/Loading	<ul style="list-style-type: none"> <li>The game saves after certain points in the game to support the continuous and replayable game loop</li> <li>Debt and achievements save after debt, while everything else resets</li> <li>The player can choose to start a new game, or resume/load their last saved game at the last saved point</li> </ul>

## Aesthetic Direction

The goal of both the art and the sound is to have a complementing sense of the overall silliness and goofiness that the theme allows the game to have. As well as creating a sense of immersion not only in the gameplay itself but also in the scenes and sounds inhabiting the space.

## Sound

The game will take two approaches in music. At the start of each island the player sails to, there will be a boat filled with pirates playing the player's shanties, signifying a safe zone for the player. The main inspirations I found while collecting references were from Sea of Thieves, Monkey Island, and Kass' Theme from The Legend of Zelda: BOTW. When the player leaves the boat and combat begins, the track will switch to percussion-heavy orchestral music. Although there aren't many swamp-related tracks I could find that fit the theme exactly, music I found that I'd like to try out are found in media such as Avatar: The Last Airbender, Kena: Bridge of Spirits and Middle-Earth: Shadow of Mordor. The sound effects for this game will take on a cartoonish but believable world. I'll mostly be sticking to sampled or Foley sound effects to help create the world's audio for the player. For example, the footsteps consist of two sound effects: Our character's foot with the boot has an effect using my shoe, while the peg leg has a separate MetaSound using a spatula to emulate the leg hitting the wooden floors. Since the player is set in a bayou at dusk, there will also be an ambient track made to play over as the player navigates the levels. It should be filled with all the life you'd expect if you were to go trudging through the mud in Florida. I'll likely be taking royalty free SFX of sounds you would find in the area and compile them into an ambience track.

## Art

This type of art style is often seen being used on smaller scoped games developed by a bite-sized team (ex: Frog Detective), which melds with our projected scope quite well. The low poly models themselves make it so that optimization for performance isn't something we'll have to worry about when we create the assets. Additionally, the low detail models and textures make for a quick pipeline that allows for a lot of experimentation and iteration with the visuals.