



# SUNKEN SECRETS

## THE TREASURE OF THE SEVEN KEYS

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**DIVE INTO THE PERILOUS DEPTHS  
OF THE BERMUDA TRIANGLE,  
SEARCHING FOR SEVEN KEYS TO  
DISCOVER THE SECRET WITHIN A  
CENTURY'S OLD SUNKEN TREASURE  
CHEST WHILE EVADING BLOOD  
THIRSTY SHARKS**



## GENRE

THIS GAME FALLS WITHIN THE GENRE OF ADVENTURE, EXPLORATION, SURVIVAL, UNDERWATER, AND TREASURE HUNT, PROVIDING PLAYERS AN IMMERSIVE UNDERWATER ADVENTURE WHERE THEY MUST EXPLORE THE DEPTHS, SURVIVE ENCOUNTERS WITH PREDATORIAL SHARKS, AND EMBARK ON A THRILLING TREASURE HUNT TO UNLOCK THE SECRETS AND RICHES WITHIN A SUNKEN TREASURE CHEST.

## TARGET AUDIENCE

THE GAME'S TARGET AUDIENCE PRIMARILY CONSISTS OF PLAYERS SEEKING AN IMMERSIVE UNDERWATER ADVENTURE, WITH AN AGE RANGE OF 13 AND ABOVE AS YOUNGER PLAYERS MIGHT FIND THE GAMEPLAY MECHANICS TOO COMPLEX OR SCARY (I.E. SHARKS).

IT CATTERS TO BOTH NOVICE AND EXPERIENCED PLAYERS, OFFERING AN IMMERSIVE EXPERIENCE WITH EASY-TO-UNDERSTAND MECHANICS FOR NEWCOMERS. IN CONTRAST, SEASONED PLAYERS CAN RELISH CHALLENGES LIKE SURVIVING ENCOUNTERS WITH PREDATORIAL SHARKS OR EXPLORING THE OCEAN FOR HIDDEN ITEMS AND POSSIBLE EASTER EGGS. FURTHERMORE, INDIVIDUALS WHO ENJOY EXPLORATION AND THE EXCITEMENT OF DISCOVERING CONCEALED SECRETS WILL BE NATURALLY DRAWN TO THIS GAME, ALONG WITH THOSE HARBOURING INTERESTS IN MARINE LIFE, UNDERWATER ENVIRONMENTS, OR TREASURE-HUNTING THEMES, MAKING IT AN EXCEPTIONALLY ENGAGING EXPERIENCE.

# WORLDBUILDING

## GAME CHARACTERS

### HUMAN DIVER

THE PROTAGONIST OF THE GAME, A SKILLED DIVER ON A QUEST TO FIND THE SEVEN KEYS AND UNLOCK THE ANCIENT SUNKEN TREASURE CHEST. THE PLAYER WILL CONTROL AND PROTECT THIS CHARACTER THROUGHOUT THE GAME.

### RADIO OPERATOR

ANOTHER HUMAN CHARACTER WHO SERVES AS THE PLAYER'S LIFELINE AND SOURCE OF GUIDANCE. THEY COMMUNICATE WITH THE PLAYER THROUGH A RADIO HEADSET, PROVIDING IMPORTANT CONTEXT, OBJECTIVES, AND HINTS AS THE PLAYER PROGRESSES.

### SHARKS

THREE FEARSOME AND INTELLIGENT SHARKS THAT INHABIT THE BERMUDA WATERS. THEIR NAMES ARE CHOMPER, JAWS, & RAZER. THESE SHARKS HAVE MADE A HOME IN THE LOCATION OF THE TREASURE, MAKING THEM A CONSTANT THREAT TO THE PLAYER'S PROGRESS.

## GAME LOCATION

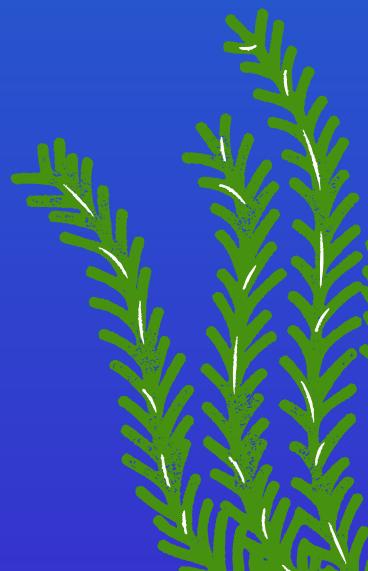
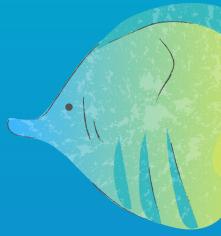
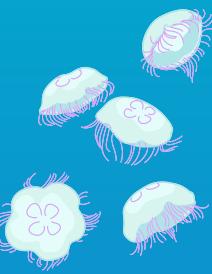
THE GAME TAKES PLACE IN THE MYSTERIOUS WATERS OF THE BERMUDA TRIANGLE, KNOWN FOR ITS LEGENDARY MYSTERIES AND UNCHARTED DEPTHS. WITHIN THIS INFAMOUS REGION, PLAYERS WILL EMBARK ON A DANGEROUS JOURNEY, DIVING INTO THE DEPTHS OF THE OCEAN TO UNCOVER THE SECRETS HIDDEN BEHIND ITS OMINOUS WAVES. PLAYERS WILL EXPLORE A HAUNTINGLY BEAUTIFUL UNDERWATER WORLD, NAVIGATING THROUGH EERIE UNDERWATER CAVES AND ANCIENT SHIPWRECKS, ALL WHILE INTERACTING WITH THE LOCAL ANIMAL AND PLANT LIFE.

## GAME TIMELINE

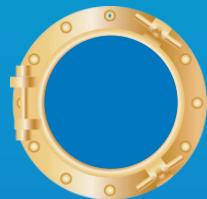
THE GAME TAKES PLACE IN A MODERN-DAY SETTING, BUT IT CARRIES A TIMELESS QUALITY DUE TO THE AGE OF THE SUNKEN TREASURE CHEST, WHICH DATES BACK TO A BYGONE ERA OF PIRATES AND EXPLORERS. THE EXACT TIMEFRAME IS NOT SPECIFIED, BUT THE TECHNOLOGY AND EQUIPMENT USED BY THE HUMAN DIVER IS FROM THE MODERN ERA.

## FURTHER GAME INSIGHTS

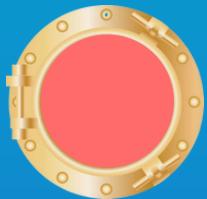
IN THE UNDERWATER REALM OF THE BERMUDA TRIANGLE, REALISM PREVAILS AS IT ADHERES TO THE LAWS OF PHYSICS AND LOGIC, FEATURING REALISTIC MARINE LIFE AND FLORA FOUND WITHIN THE BERMUDA TRIANGLE. THIS SUBMERGED WORLD HARBOURS AN ARRAY OF SECRETS, FROM ANCIENT RELICS TO CONCEALED CAVES AND SUNKEN VESSELS, ENTICING PLAYERS TO THOROUGHLY EXPLORE ITS DEPTHS IN PURSUIT OF HIDDEN MYSTERIES. ALONG THE WAY, ENVIRONMENTAL PUZZLES AND INTRICATE MECHANISMS MAY CHALLENGE PLAYERS, SERVING AS ESSENTIAL ELEMENTS FOR ADVANCING THROUGH THE GAME.



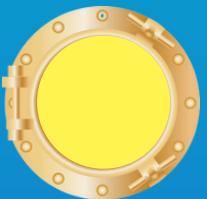
# COLOR PALETTE



OCEAN BLUE  
#0077BE



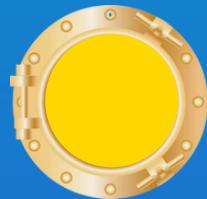
CORAL PINK  
#FF6B6B



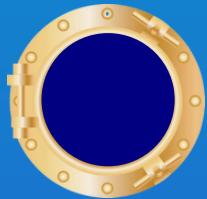
LEMON  
#FFF44F



TANGERINE  
#FFA347



GOLD  
#FFD700



DEEP BLUE  
#000080



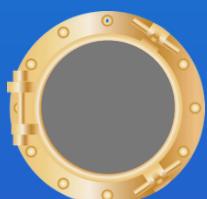
TURQUOISE  
#40E0D0



SEAWEED  
#2E8B57



ESPRESSO  
#74493E



SHARK  
#787878



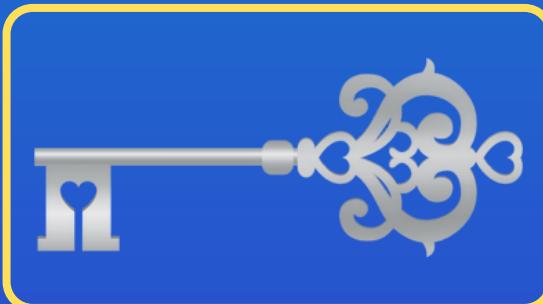
PINK  
#FF69B4



SILVER  
#C0C0C0

THE GAME'S COLOUR PALETTE PLAYS A PIVOTAL ROLE IN IMMERSING PLAYERS IN THE GAME'S UNDERWATER ADVENTURE. THE SILVER (#C0C0C0) AND PINK (#FF69B4) COLOURS ARE FOR THE SEVEN KEYS. THE COLOURS FOR THE UNDERWATER SHADES INCLUDE DEEP BLUE (#000080), TURQUOISE (#40E0D0), AND SEAWEED (#2E8B57). THE ALLURING TREASURE CHEST & SUNKEN SHIP ARE GOLD (#FFD700) AND ESPRESSO (#74493E), WHILE THE GUARDING SHARKS ARE DEPICTED IN SHARK GRAY (#787878). FINALLY, FISH COLORS LIKE TANGERINE (#FFA347), LEMON (#FFF44F), CORAL PINK (#FF6B6B), AND OCEAN BLUE (#0077BE), ENRICH THE UNDERWATER WORLD, CREATING A CAPTIVATING VISUAL EXPERIENCE.

# VISUAL MOODBOARD



# AUDIO MOODBOARD



MARINE  
LIFE



USER INTERFACE



GAME  
VICTORY



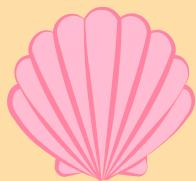
COLLECT KEYS



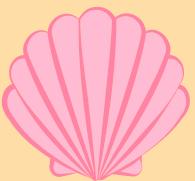
RADIO OPERATOR



CLOSE RADIO



GAME FAILURE



SHARK  
ENCOUNTER



SCUBA  
DIVER



UNDERWATER  
AMBIANCE



TREASURE CHEST  
(UNLOCK)



TREASURE CHEST  
(OPEN)



BACKGROUND  
MUSIC (v1)



BACKGROUND  
MUSIC (v2)



BACKGROUND  
MUSIC (v3)

# RESEARCH



THE DEVELOPMENT OF "SUNKEN SECRETS: THE TREASURE OF THE SEVEN KEYS" UTILIZES THOROUGH RESEARCH INTO THE BERMUDA TRIANGLE'S MYSTERIOUS HISTORY, ALONGSIDE THE STUDY OF OTHER UNDERWATER GAMES, TO SHAPE THE GAME'S CORE MECHANICS AND UNDERWATER ENVIRONMENTS. THE BERMUDA TRIANGLE RESEARCH PRIMARILY REVOLVED AROUND THE CURRENT STATE OF SUNKEN SHIPS AND THE RICH MARINE AND PLANT LIFE THAT NOW THRIVES UNDERWATER IN THIS REGION. FOR EXAMPLE, THIS AREA BOASTS DIVERSE MARINE SPECIES LIKE STURGEON, BOX JELLYFISH, AND LEMON SHARKS, ADDING REALISM TO THE GAME'S UNDERWATER WORLD ("WHAT ANIMALS LIVE IN THE ATLANTIC OCEAN?", N.D.). ADDITIONALLY, THE UNDERWATER FLORA, INCLUDING PHYTOPLANKTON, SEAGRASS, SARGASSUM, AND KELP, ENHANCES THE GAME'S VISUAL APPEAL (MILLER, 2019). ADDITIONALLY, I ALSO LEARNED ABOUT HOW THE BERMUDA TRIANGLE IS KNOWN FOR THE DISAPPEARANCE OF ABOUT 50 SHIPS AND 20 AIRCRAFT, AS WELL AS HOW THE TRIANGLE'S LOW OXYGEN LEVELS IN THE DEEP OCEAN REDUCE CORROSION, PRESERVING OBJECTS THAT HAVE SUNK BENEATH ITS WATERS (MCFADDEN, 2021; SMITH, 2021). THESE ELEMENTS COLLECTIVELY CREATE AN IMMERSIVE AND AUTHENTIC UNDERWATER EXPERIENCE.

MOREOVER, GAMES SUCH AS "SUBNAUTICA," "ABZU," "SCUBA DIVER SWIMMING TREASURE," "TREASURES OF THE DEEP," "DEATH IN THE WATER 2," AND "LAST TIDE" PROVIDED VALUABLE INSPIRATION FOR REPLICATING DIVING MECHANICS, SHARK ENCOUNTER MECHANICS, AND UNDERWATER TREASURE-HUNTING ELEMENTS (10MIN GAMEPLAY, 2014; GAMINGBOLT, 2023; GAMOLOGY, 2023; IGN, 2016; KING ANDROID GAMES, 2023; THRONEFUL, 2018). THESE GAMES SERVED AS REFERENCE POINTS FOR DESIGNING THE PLAYER'S INTERACTIONS WITH THE UNDERWATER WORLD, INCLUDING SWIMMING, DIVING, AND SCAVENGING FOR HIDDEN TREASURES. THE DYNAMICS OF SHARK ENCOUNTERS, INCLUDING THEIR BEHAVIOUR, ATTACK ANIMATION, AND THREAT LEVELS, WERE ALSO INFLUENCED BY THE SUSPENSEFUL UNDERWATER EXPERIENCES OF THESE GAMES.

BY DRAWING FROM BOTH RESEARCH ON THE BERMUDA TRIANGLE AND THE IMMERSIVE QUALITIES OF THESE UNDERWATER GAMES, "SUNKEN SECRETS" ACHIEVES A BALANCED FUSION OF REAL-WORLD MYSTERY AND CAPTIVATING GAMEPLAY.



# GAME ASSETS

## SCENES/LEVELS

BERMUDA TRIANGLE (SATELLITE VIEW)  
UNDERWATER ENVIRONMENTS  
SUNKEN SHIP INTERIORS  
TREASURE CHAMBER

## PARTICLE EFFECTS

BUBBLES AND WATER EFFECTS  
LIGHT RAYS AND CAUSTICS  
UNDERWATER CURRENTS  
TURBULENCE

## SOUND EFFECTS

ENVIRONMENTAL (MARINE LIFE, BUBBLES, ETC.)  
TREASURE & KEYS (UNLOCK, COLLECT, ETC.)  
RADIO COMMUNICATION  
SHARK

## 2D/3D MODELS

DIVER (PLAYER) & SHARKS  
TREASURE CHEST & KEYS  
PLANTS & MARINE LIFE  
SUNKEN SHIP

## MENU/HUD/UI ASSETS

HUD ELEMENTS (OXYGEN, HEALTH, INVENTORY)  
DIALOGUE BOXES AND CHARACTER PORTRAITS  
PROGRESS AND ACHIEVEMENT TRACKERS  
BUTTON DESIGNS AND ICONS  
MAIN AND IN-GAME MENU

## BACKGROUND MUSIC

EERIE & MYSTERIOUS MUSIC  
UNDERWATER AMBIANCE  
GAME FAILURE MUSIC  
EXPLORATION  
GAME VICTORY

## ANIMATION

ENVIRONMENTAL (SWAYING PLANTS & MOVING MARINE LIFE)  
KEY AND TREASURE-RELATED (UNLOCKING & COLLECTING)  
CHARACTER (SWIMMING, DIVING, & INTERACTING)  
SHARK (SWIMMING & ATTACKING)

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