



# Overview

## *Player Motivation*

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- Fish to feed your village and starving family (PS4's just aren't as good as sardines, after the price of fish went up)
- Hone your strategy and problem-solving skills
- Work together with your fellow fishers to bring home a bounty of fish!

## *Genre*

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- Puzzle
- Multiplayer
- Casual

## *Target Audience*

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- Players that enjoy parallel play
- Players that enjoy puzzle-solving

## *Competition*

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- Minesweeper Versus
- Minesweeper (inspiration)

## *Unique Selling Points*

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- Puzzle-solve as team.
- A twist on an old favorite:
  - o What used to be a solitaire game can now be shared between friends and family.

## *Target Hardware*

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- PC

## *Design Goals*

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- Make a multiplayer version of Minesweeper that is both fun and balanced.
- Comical: design, sound effects, and setting contribute to comedic aspect of the situation.