Diagram

Description automatically generated––



**Index**



**Executive Summary**

1. **Genre, target audience and target platform**

* Genre:

Fish-Kaboom! is inserted in the game genres of ***Puzzle***, ***Casual***, ***Cooperative*** and ***Multiplayer*** games. It’s a *Puzzle* since players will have to use their problem-solving skills to understand which tiles might have bombs and which tiles are safe to click on. It’s inserted in the *Casual* genre since it can appeal to a mass market audience since our game has minimal set of rules that are very easy to learn even for people not really familiarized into games. *Cooperative* game because players work together to common objective. Finally, it’s a *Multiplayer* game since you play with other people and not against the machine or with the machine.

* Target Audience:

Being a *Casual* game, our target audience could be the **whole public** in general but since it is also a *Puzzle* game, we can specify to say they our target audience would most likely be people that enjoy using **problem-solving skills**, like our game wants them to. (PARALLEL PLAY?)

* Target Platform:

Currently our game is played only with the mouse and therefore we only have in mind distributing our game to **computer**. Right now, we will only distribute our game to the ***Windows*** operating system but in the future, we aim to distribute to other operating systems, mainly *MacOS* and *Linux*. (querem falar de futuro podermos distribuir para telemoveis android/ios?)

1. **Game Concept, theme, design goals.**

* Game Concept:

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* Theme:

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* Design Goals:

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1. **Unique Selling Points and highlights.**

* Unique Selling Points:

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* Highlights:

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1. **Core gameplay loop, hooks, and key features.**

* Core Gameplay Loop:

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* Hooks:

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* Key Features:

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1. **Player motivation, experience, and progression.**

* Player Motivation:
* Player Experience:
* Player Progression:

1. **Player control, interaction metaphor and interface.**

* Player Control:
* Interaction Metaphor:
* Interface:

1. **Fictional Setting, Map, and Art Direction.**

* Fictional Setting:

The game happens in one of the many lakes near the fictional land of Brenex. Not only Brenex, but also great part of the continent was devasted by a decade-long war that obliterated all sources of food but one. All fields are completely unusable to plant anything, the animals that once fed so many families are now dead since there wasn’t food to feed them at all. Only the lakes near Brenex saves the people of this land of starvation. The lakes are still full of fish that have little to no radiation, still completely good for consumption. However, the lakes have one “small” problem: they are very dangerous, they are completely full of bombs that can still explode at any moment and provoke serious hazard to the health of any fisherman fishing for their own, their family and their whole community’s survival. These fishermen know the danger of fishing in the lakes of Brenex, but they also know their village depend on them to survive.

* Map:

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* Art Direction:

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**Game Overview**

1. **vision and guide game production**
2. **describe in detail design components**
3. **allow implementation on its own**
4. **up-to-date wiki/docs**
5. **hyperlinked modules**
6. **short modules to motivate writing and update**



**Development Plan**

1. **Development Team**
2. **Development Schedule**
3. **Development Budget**



**Business Plan**

1. **market, position, competition**
2. **commercial business strategy (how will address the market + biz model / sources of income)**
3. **financial project and estimation**

Satiate the curiosity for details fostered by HC

20-40pp expanding info in hc

Detail the idea and potential of the game

Visual direction: concept art, characters and locations, level sketches and screen captures

Describes production and financial details and support adequacy of development team/plan