Diagram

Description automatically generated––



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**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:

#TO DO.

* Theme:

#TO DO.

* Design Goals:

As for Design Goals we are focusing on **not** changing the original Minesweeper to the point of it feeling like it’s not Minesweeper. If we are creating what consists of a *Multiplayer Cooperative* version of Minesweeper, there’s no point in introducing various features and make the game feel like something that wanted to resemble Minesweeper. Our priority is the *Multiplayer Cooperative* aspect of Minesweeper and not introducing stuff on top that would make the game not feel like the classic one.

Other thing we want to make sure our game is: fun and balanced. Fun is an essential part of a good game, if a game is not fun, people will play it once or twice to never touch it again, of course we don’t want that. Minesweeper was a very successful game, but many people seen it as a very monotone and even irritating game (one mistake and you lose, even bad luck sometimes makes you lose, that can be very frustrating for some types of players). Being *Multiplayer*, making you not explode on the first bomb gives the game longer but the margin for errors makes it more relaxed and even a little bit more fast-paced than regular Minesweeper. Whereas in classic Minesweeper we have time that we really have to final the perfect play not to lose, in Fish-Kaboom! we can fail a bit more, encouraging taking the risk. About balancing we want to make the game fun for both new and experienced players, since it’s a *Cooperative* game, experienced players can show-off their skills and new players have the error margin to make mistakes and learning from them, making both types of players happy.

Finally, we find that the classic Minesweeper lacked a storyline, our storyline tries to create some lore to what the original Minesweeper could’ve had as a story. Fishing and trying not to explode is a very peculiar (and even dark) scenario so our fiction wants to depict that side of Minesweeper but giving some humor to it doesn’t just become borderline morbid.

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

* Unique Selling Points:

Our game has some selling points that puts as on the map for games seen as our competitors.

Most *Puzzle* games are *single-player* games where the player uses puzzle-solving skills alone and plays alone. The market for *Multiplayer Puzzle* games has way less competition and, therefore, our game comes to fill a place in the market being a game that you are required to use your puzzle solving skills alongside other players.

Other factor that benefits our game is the relation with the classic *Minesweeper,* we aren’t reinventing the wheel, we don’t market ourselves as Minesweeper inspired game and then fill the game with features that make the game feel less Minesweeper-y. Our game plays on nostalgia, doesn’t change the core gameplay of the original Minesweeper and just puts a simple, yet innovative, twist on it: an once solitaire classic game becomes a game that anyone can enjoy with family and friends.

* Highlights:

#TO DO.

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

* Core Gameplay Loop:

#TO DO.

* Hooks:

#TO DO.

* Key Features:

#TO DO.

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

* Player Motivation:

People like to feel part of something bigger. Playing this game in cooperation with others will make the players feel exactly that. Imagining ourselves as a fisherman after a war with other fishermen fishing for their lives and their whole village lives is exactly that. Many people love reading books because they like to imagine the story happening, like to feel like the hero of the book, in our game we are that hero.

Players play *strategy* and *puzzle* games for many reasons but one of them is the joy they receive when looking at a problem, trying to make it work in their heads and finally (and most importantly) when what they thought was the solution really works. Our game not only gives people that sense of achievement but also a sense of progression on their own puzzle-solving and strategy skills. Players will feel the sense of progression making less and less mistakes throughout time.

* Player Experience:

The player experience on our game imperatively must be divided in two groups: the new players that might never played the classic Minesweeper or if they played, never played enough to consider themselves “good Minesweeper players” and also the experienced players, people that passed many hours on the classic Minesweeper or on any variation of it and know how to play the game by heart.

The newer players, like in any other game, will face a learning curve, will understand strategies, what works and what doesn’t simply by playing the game. However, there’s a big difference that differentiates our game from the original Minesweeper, our game doesn’t just end on the first mistake. People make mistakes, newer players will make mistakes. Losing a game because you are still new to it is frustrating, eliminating the immediate frustration to a newer player is a positive player experience.

For the experienced players that get the chance to play a game they like with others, experienced or not. When playing with other experienced players, players will naturally thrive for getting collective high scores and even for personal high scores to showoff their skills. When playing alongside less experienced players, they will also find joy in teaching strategies and seeing the progress of their heirs while playing for the common goal.

* Player Progression:

#TO DO.

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

* Player Control:

#TO DO.

* Interaction Metaphor:

#TO DO.

* Interface:

#TO DO.

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:

The game is played in one screen. The game consists of a [n x m] board where players will fish clicking on tiles for, well, fish while trying to avoid bombs. Once a player clicks on a tile it reveals a new image according to what the tile was hiding underneath, either a number representing the number of bombs around that tile, or a bomb representing that a player clicked on a tile with a bomb.

[IMG OF MAP]

* Art Direction:

The game has a very simple and intuitive art style, so that players don’t have much trouble understanding what anything is. Since the game follows the principles of the classic Minesweeper game, we didn’t want to change the aspect to the point it would be unrecognizable when comparing to it. To please the theme and fiction of the game we decided to have the background of our minefield be sea-like with waves and fish with a very simple look so that it goes with the simplicity we never want to diverge from.

[IMG OF ORIGINAL MINESWEEPER VS FISH-KABOOM]  
[IMG OF WAVES AND FISH]



**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**

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