

OpenFishJS User Manual

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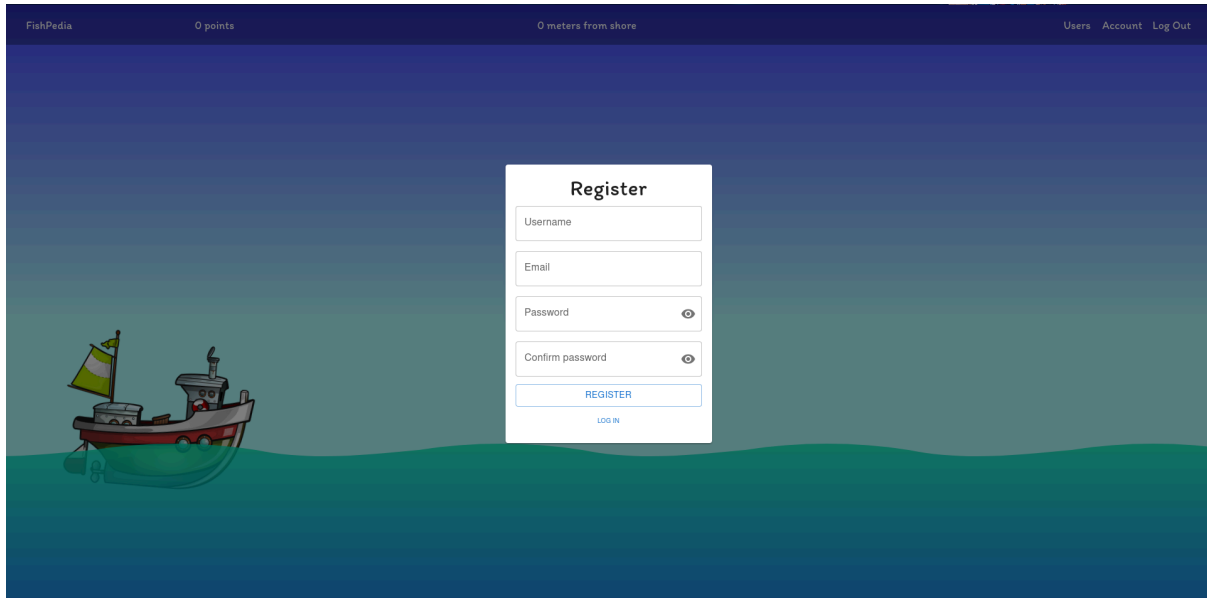
Introduction:

OpenFishJS is a web-based fishing game. The aim of the game is to educate the player on different species while providing entertainment. After registration, users can set out on their boat and sail the seven seas, all while catching different kinds of fish and learning fun facts about them. Players get points for each successful catch, and can compete on a leaderboard.

Registration:

Immediately upon opening the game users are greeted by a registration window. After filling out the form with sufficient information (username, email address (in the following format: example@example.example), password and

password confirmation), users can press the “Register” button to create an account. Alternatively, they can press the “Log In” button to log into an account that’s already been created.



The screenshot shows the FishPedia website's registration page. The background is a dark blue gradient with a cartoon boat on the left. A white registration form is centered, titled "Register". It contains four input fields: "Username", "Email", "Password", and "Confirm password", each with a toggle icon. Below the fields are two buttons: "REGISTER" and "LOG IN". The top navigation bar includes "FishPedia", "0 points", "0 meters from shore", and links for "Users", "Account", and "Log Out".

FishPedia 0 points 0 meters from shore Users Account Log Out

Register

Username

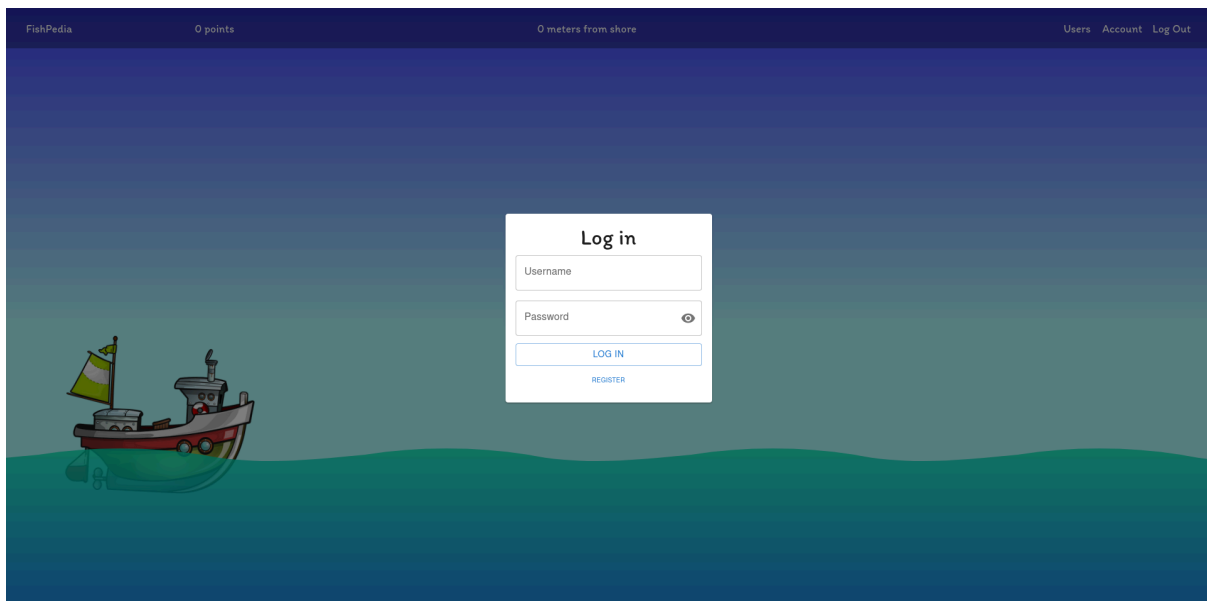
Email

Password

Confirm password

REGISTER

LOG IN



The screenshot shows the FishPedia website's login page. The background is a dark blue gradient with a cartoon boat on the left. A white login form is centered, titled "Log in". It contains two input fields: "Username" and "Password", each with a toggle icon. Below the fields are two buttons: "LOG IN" and "REGISTER". The top navigation bar includes "FishPedia", "0 points", "0 meters from shore", and links for "Users", "Account", and "Log Out".

FishPedia 0 points 0 meters from shore Users Account Log Out

Log in

Username

Password

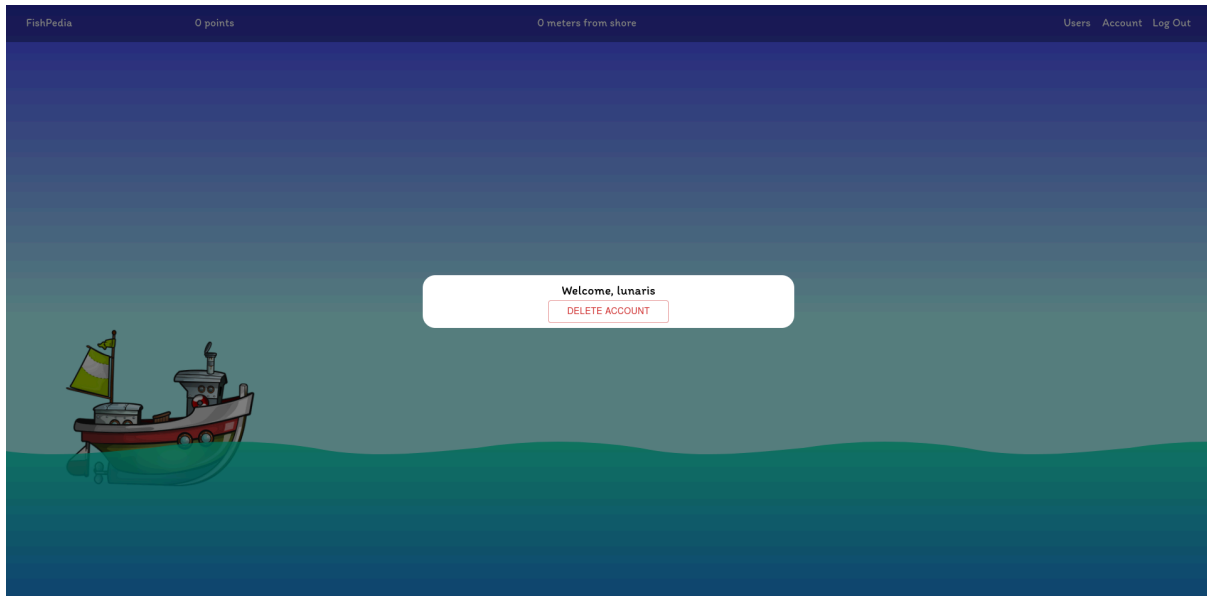
LOG IN

REGISTER

Account management:

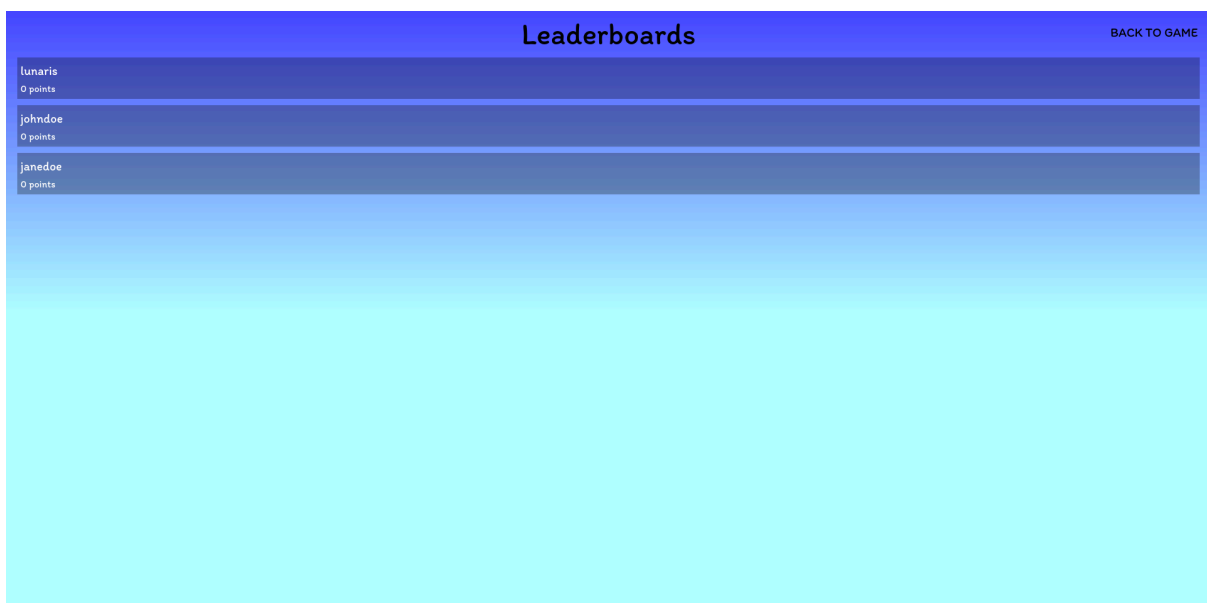
After registering an account or logging in, users can press the “Account” button located on the right side of the navigation bar to manage their

account. Currently we don't offer any changes to user data, only the deletion of the account.



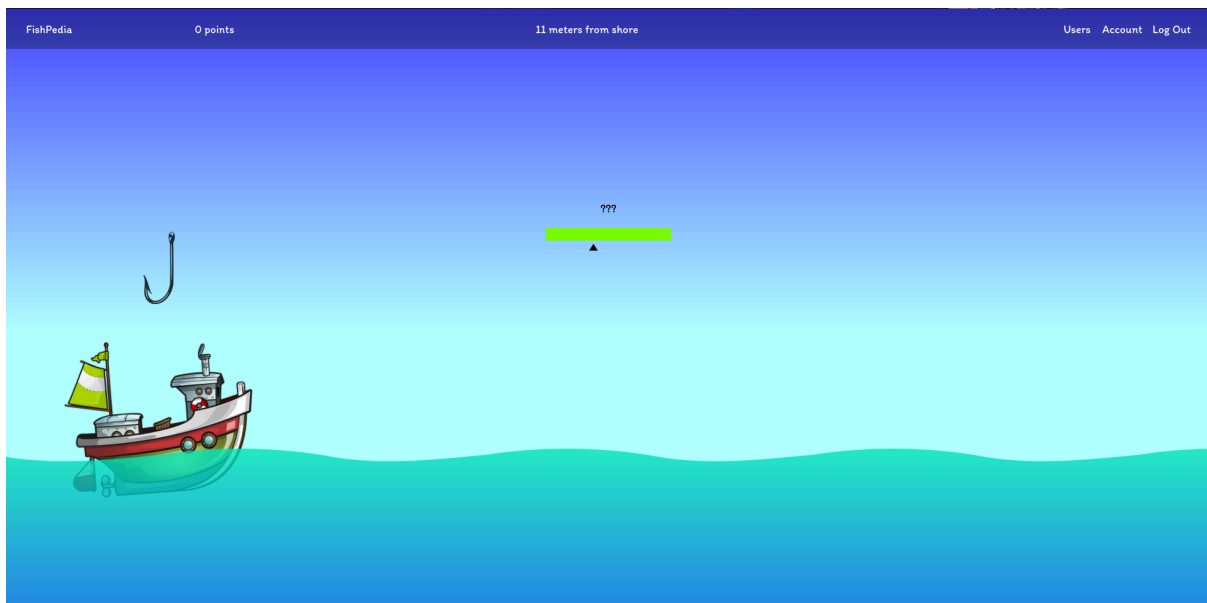
Leaderboard:

Users get points for each successfully caught fish, and they're ranked on a separate "Leaderboards" page. To get back to the game, just press the "Back to Game" button located at the top right corner of the screen.



Gameplay:

To move your ship, you can use the left and right arrow keys. You can catch different fish based on the distance between you and the shore (starting point), and each one has a different rarity and worth (the amount of points you get for a successful catch). The rarer a fish is, the harder it is to catch it. To initiate the catching minigame (illustrated below), press the space bar. A hook icon will show up above your ship, and an arrow will move across a bar. For a successful catch, you must press the space bar while the arrow is pointing to the green section of the bar. The higher the rarity, the smaller the green bar will be, increasing the difficulty of the catch.



To view everything you've caught you can press the "Fishpedia" button, which will open a sidebar on the right side of the screen containing information about your catches. The total amount of points you have is shown on the left side of the navigation bar, next to the "Fishpedia" button.

