

Visual Plan:

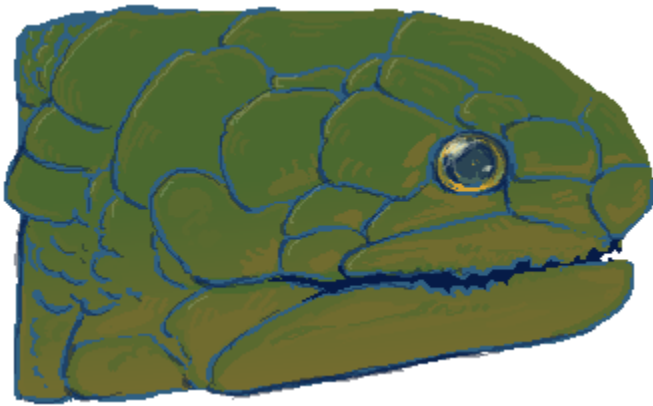
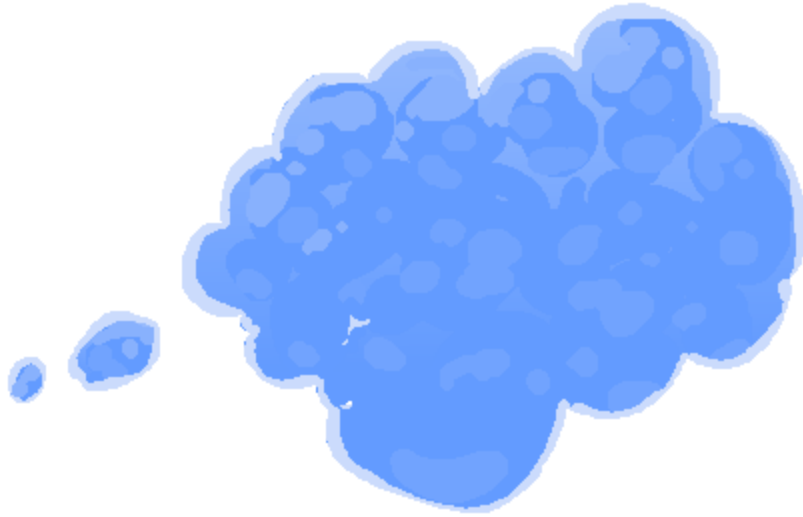


Final assets (hand drawn by me):

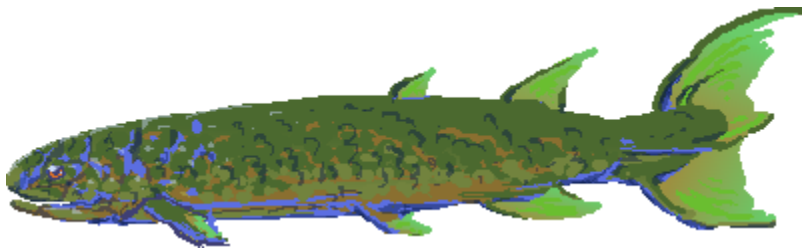


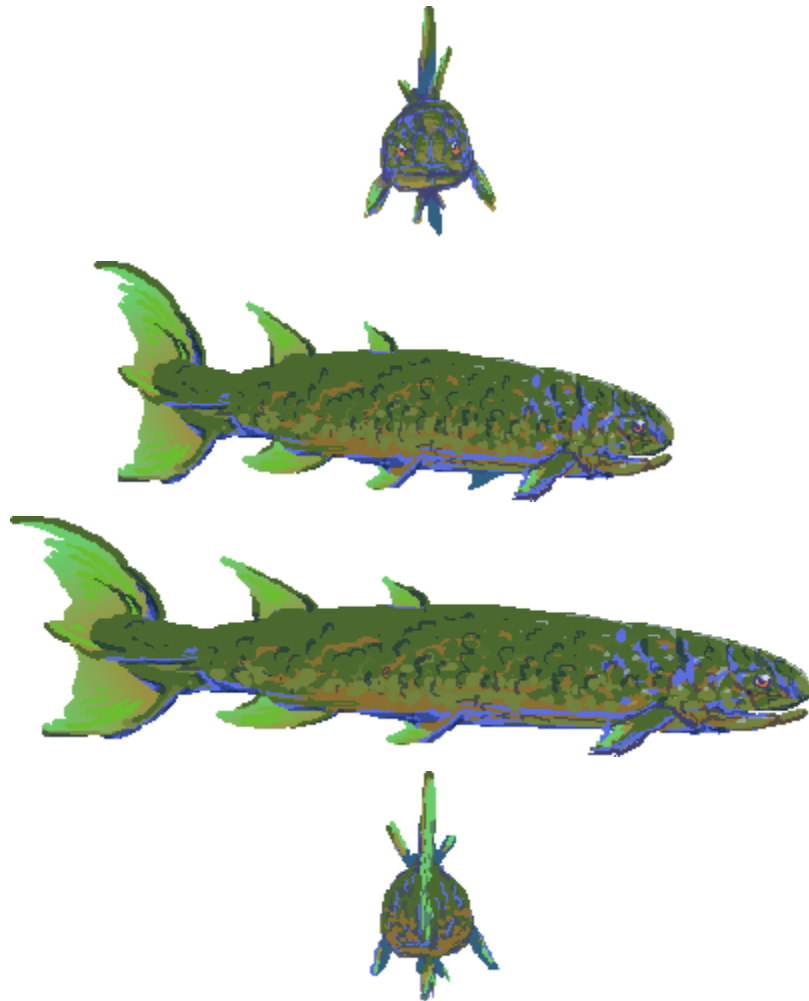
Spear^

To be controlled by dist() as a image, moving up and down the screen randomly to attack the player (fish)



Fish face and speech bubble, dialog controlled by space bar and array of sentences^





Player fish model, controlled by arrow keys and rotates with different key presses^
All to be imported with PImage and separated into each game state and respective classes