Game Pitch: Lord of the Lakes

CPSC 427 - Video Game Programming

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Story:

Lord of the Lakes features the main character whose dream is to be the best fisher in the world and wants to prove themself by catching the legendary fish rumored to be roaming the waters. In order to do so, they must train themself by fishing for weaker fish and gradually build their strength. Along the way, they accidentally fish up strange creatures who end up being their companions on their journey and provide ways to help the main character fish even more.

The player will control the main character who moves around using their boat on various lakes, which allows 2-dimensional movement. The main activity is using different fishing tools to capture and collect fish. After capturing a fish, the player can sell it to the shop to exchange for better fishing gear or gift it to their party members that appear during the game. Different mechanics will feature for different species of fish — some will be a simple button press, some will engage with mouse clicks and holds in minigames, and some will trigger a turn-based battle.

The player will move between multiple lakes. Each lake will feature different species of fish and can only be accessed upon defeating the previous lake's boss in a turn-based battle. Players need to have accumulated money from catching fish and upgrading their gear in order to defeat the current stage's boss.
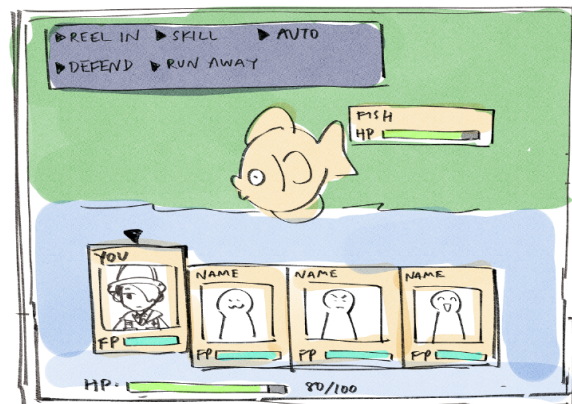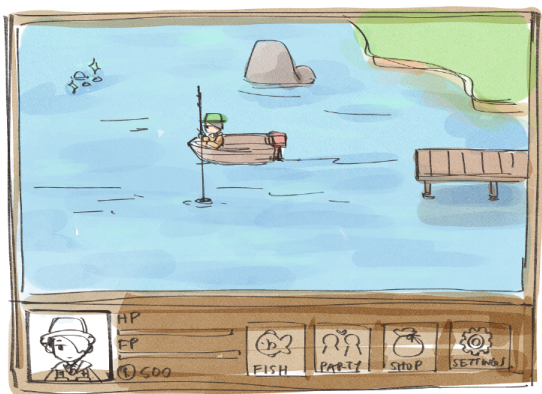
The ending will feature an intense struggle between your party members and the legendary fish.
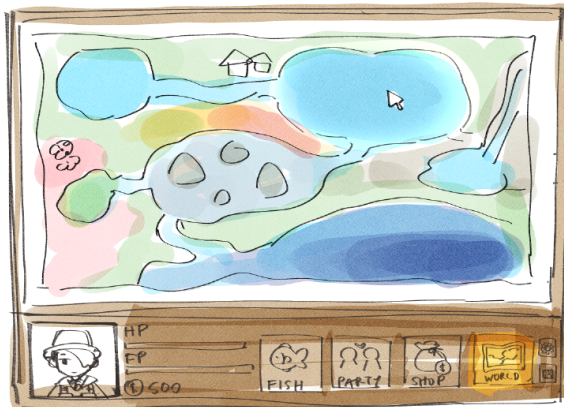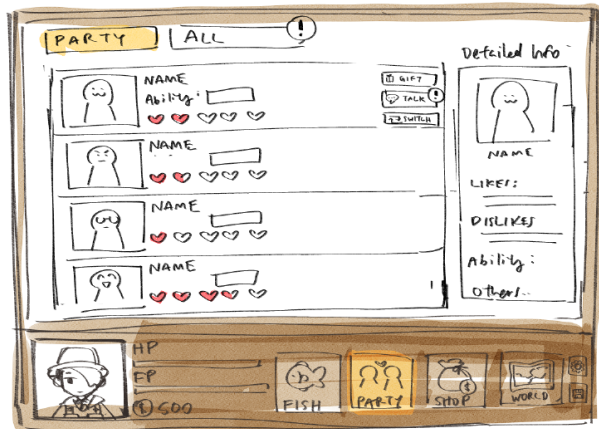
Core game design elements:

- Rendering:
  - Characters and fishes will be represented using 2D sprites.
- Animations:
  - Fishing action involves animations, since it involves throwing and reeling.
  - Animations for special effects + attacks in turn-based battles.
  - Simple animations for character sprites/portraits in turn-based battles.
- Turn-based battles:
  - Happens in rounds, where fish attacks you, and you attack the fish with your fishing rod.
- Boat movements and physics:
  - Move the boat using WASD / arrow keys.
  - 2-D collision element:

- The boat must stop if it collides with shore or with any obstacles in the water (e.g., rocks/boulders).
- Fish shadows appear at random, which the boat can avoid/collide into. Colliding into a fish shadow starts a turn-based battle.
  - More physics elements involved in throwing and reeling of the fishing actions.
- Gameplay logic and AI:
  - Fish movements:
    - Random movements, different species have different movement patterns. Movement patterns include speed of movement and angles of turns.
  - Enemy (fish) moveset for turn based combat; the actions the enemies make will depend on their AI.
  - Party member moveset for turn based combat; the actions the companions make will depend on their AI.
  - What you encounter when getting a bite is somewhat random. The probability of getting any type of fish is different per fishing spot. Some rare fish will only be available in one spot.
  - You can sell fish for gold, and use gold to upgrade your fishing rod, or buy fishing lures with temporary fishing probability bonuses.
  - Dialog between friends and player triggered upon reaching max friendship level
    - If friendship is maxed out, friends can give you information about fishing if you click on them.
- Lakes:
  - Each pond has different probabilities for each species of fish. These probabilities vary slightly each day (randomly).
  - Each lake unlocks new species.
  - Certain common fish can be found in all lakes.
- Saving:
  - At certain milestones, the game will autosave.
  - There will be an easily accessible save button so players can save anytime.

Concept art:

Screen 1 (top-left)

INVENTORY | FISHING LOG

ALL | LAKE | RIVER | OCEAN | DEEP SEA

NAME:
PRICE $
STATS: ?
HABITAT:

Description

HP
EP
$ 600

FISH | PARTY | SHOP | WORLD

Screen 2 (top-right)

PARTY | ALL | (!)

Detailed Info

NAME
Ability: ☐
♥♥ ♡♡ ♡♡

🎁 GIFT
💬 TALK
🔁 SWITCH

NAME
☐
♥♥ ♡♡ ♡♡

NAME
☐
♥♥ ♡♡ ♡♡

NAME
♥♥ ♥♥ ♡♡

NAME

LIKES:

DISLIKES

Ability:

Others:

HP
EP
$ 600

FISH | PARTY | SHOP | WORLD

Screen 3 (middle-left)

RODS | LURES | UPGRADE | SELL

Welcome!

HP
EP
$ 600

FISH | PARTY | SHOP | WORLD

Screen 4 (middle-right)

HP
EP
$ 600

FISH | PARTY | SHOP | WORLD

IDEAS:

easy: instant catch

← mouse click
or press z
to catch

← click & hold
mouse to keep
fish in bar,
bar moves randomly

click when circle
lights up

mash click
until bar fills up