Throw It Back

DESIGN DOCUMENT

By Shift Key Studios

Introduction

Game Summary

Throw It Back is a fishing simulator in which players will discover various species of fish. After catching, players will have to decide whether to keep the fish or "throw it back".

Inspiration

Inscryption provides two main sources of inspiration: **art style**, and **character design**. Inscryption's pixelated yet detailed art style will be the main theme of how Throw It Back looks, and the large number of characters will also be a core part of the gameplay. Players will be encouraged to "collect them all" in regards to the fish they could encounter.

NO-SKIN

NO-SKIN is an additional **art style** inspiration, as well as the core **rng** and **shop** aspects of the game. Throw It Back will be a heavily randomized experience, requiring trial and error to get specific fish. It will also have a core progression that relies on using a shop to sell caught fish, in order to upgrade your fishing pole and fishing line.

Platform

The game is developed to be released on Mac.

Development Software

- Engine: Godot v4.2.2
- Graphics: Aseprite and various clip-art
- Music/SFX: *tbd*

Genre

- Fishing Sim
- Collectathon
- Singleplayer
- Casual

Target Audience

This game is marketed to **casual game players** who would like to sit back and slowly take in a repetitive, collection-based game.

Concept

Gameplay overview

The gameplay will involve trying to pick out a differently colored square from a grid of "pixels". The depth of the fishing level will determine the size of the grid, and the difficulty of the fish the player is attempting to catch will determine the time limit. So for example, the easiest fish to catch on the shallowest level would only require the correct color to be found from a 2x2 or 3x3 grid of "pixels", and the time limit would be near-infinite. While the hardest fish to catch at the deepest level would require a much larger grid (perhaps 20x20), and the time limit would be very short.
After successfully catching a fish players will have to decide whether to keep the fish or "throw it back".

Game Experience

Controls

Mouse, Left-Click

Development Timeline

MINIMUM VIABLE PRODUCT

#	Assignment	Type	Status	Finished On
1	Design Document	Other ▾	Finished ▾	May 20, 2025
2	Fishing Mechanics	Coding ▾	Not started ▾	
3	Main Menu	Coding ▾	Not started ▾	
4	Transition Into Gameplay	Coding ▾	Not started ▾	
5	Background and Fishing Assets	Art ▾	Not started ▾	
6	Many Fish	Art ▾	Not started ▾	
7	Difficulty Mechanic	Coding ▾	Not started ▾	
8	Depth Mechanic	Coding ▾	Not started ▾	
9	Inventory	Coding ▾	Not started ▾	
10	Fish Selling	Coding ▾	Not started ▾	
11	Pause Menu	Coding ▾	Not started ▾	
12	Options Menu	Coding ▾	Not started ▾	

#	Assignment	Type	Status	Finished On
13	Sound Effects	Audio ▾	Not started ▾	
14	Music	Audio ▾	Not started ▾	
15	Full Fish Catalog	Art ▾	Not started ▾	
16	Polish	Other ▾	Not started ▾	
17	PUBLISH	Other ▾	Not started ▾	Jun 20, 2025

BEYOND (if ahead of schedule / extra time)

More Fish	Art ▾		
More Depths	Coding ▾		
Keybinds Menu	Coding ▾		
Steam Achievements	Other ▾		