Throw It Back

GAME DESIGN DOCUMENT

Shift Key Studios 2025

Throw It Back
[insert actual title screen here]

Introduction

Game Summary Pitch

Throw It Back is a fishing simulator in which players will discover various species of fish. After catching, players will be able to trade fish for upgrades to their fishing rod.

Inspiration

Kuku Kube

Kuku Kube is a very simple game in which you need to pick out a grid tile that is a different shade than the rest. This will serve as the minigame players attempt when trying to reel in a fish.
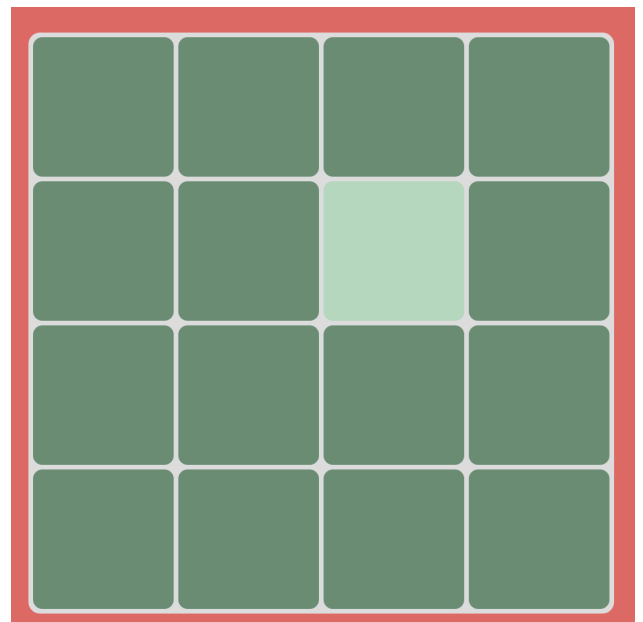
[DragonVale](#)

DragonVale is the inspiration I am looking at for simply the absolutely immense amount of variety within its creatures. DragonVale is known for its unique and personality-driven dragons. The various species of fish in Throw It Back should match this same energy.

Player Experience

In a calm, single-screen fishing setting, players will face short but engaging minigames that increase in difficulty as the game progresses. As they fish, they'll learn how different rods and fish interact. Success means obtaining all equipment, managing inventory successfully, and catching all of the various types of fish.

Platform

The game is developed to be released on Mac, but with hopes of including in-browser support.

Development Software

-   Engine: Godot v4.2.2

- Graphics: Various ai-generated backgrounds, and [CaptainSkolot](#) fishing-related assets
- 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 take in a relaxing, collection-based game.

Concept

Gameplay overview

The player controls a single, first-person character who uses various fishing rods to catch fish through a timing and color-based minigame. Each rod has unique attributes that affect gameplay. Players collect, manage, and sell fish to earn currency, upgrade equipment, and progress. Strategic decisions- like which rod to use or which fish to keep- are key to success.

Art

Style Inspiration

NO-SKIN

NO-SKIN is the primary art-style inspiration, as well as the various RNG and shop aspects of the game. The pixelated yet modern look of NO-SKIN will be a theme that Throw It Back relies on heavily.

Design

A sort of older, lower resolution look will encompass the game experience. For example, most backgrounds and menus will be hd images, that are then filtered down to look like pixel art. More detail will be put into it than *only* lowering the resolution, however. The game should maintain a true pixel art style with each aspect of its design.

Audio

Music

tbd

Sound Effects

There will be a heavy focus on natural sound effects. For example, background ambience in the form of frogs or rushing water will help add to the ease and immersion of the game. A more unintrusive approach will be taken in implementing these sounds, to help the

player feel in control of their environment. The sounds should almost blend together, rather than being individualized with each action.

Game Experience

UI

The UI should maintain the same theme as the core game, with sliders and other options being limited to pixel art filters, with much fewer colors.

Controls

Mouse/trackpad

Development Timeline

Minimum Viable Product

Throw It Back will be fully playable and ready for release by June 20th, 2025.

Feature Timeline

A full GitHub Project has been linked to the game repository, complete with tickets of all intended features. It can be viewed [here](#).