Fishin’ buddies

The core concept of the game is a player uses his/her rod, in conjunction with fish they already have, in order to catch improved fish and to level their own fish up. The game will see the player re-discover who they were before they were washed up by the finding clues along their journey, with the end goal of capturing the most elite fish; which was responsible for their former demise.

Starting scene

A player washes up on the shore surrounded by fishing platforms. Next to them is a fishing rod, they lie there for a few seconds until they are greeted by Big Berty (BB). BB introduces himself as the nearby shopkeeper and keen fisherman, he asks you several questions such as what happened to you, of which you don’t know the answer. BB also points out that the rod broken next to you is off a particular magnificence and says only a very experienced fisherman could wield it. The player is then prompted to input their name. The player is then escorted to BB’s shop, the previous scene of the beach will not be visited again; and BB’s shop acts as one of the main locations within the game.

Big Bertys shop

BB’s shop will consist of the main shop as well as a side room BB he offers to you, in exchange for helping him out with some fishing errands as he now spends most of his time at the shop rather than fishing. Within the room there will be a bed, a large fish tank, and a photo album that will consist of achievements within the game. The fish tank will be upgradable whereas no other features will be.

The shop itself will stock, at first, common items such as different attachments to fishing rods such as lines and handles. Other items will include potions that provide boosts, new clothing, glass jars. From time to time rare items will appear which will be organised by icons (e.g. a shark icon will indicate a higher level item). Fishing rods themselves will not be a purchasable item; but rather an initial rod BB loans to you is upgraded with parts and increases as certain goals are met.

After BB introduces you to his shop, gives you a room and a rod, he tells you of the nearby lake that legends say has no bottom, and the further you go the more powerful fish you can find. BB goes on to describe all fish there are of a magical nature and many fisherman commit their lives to exploring it. The conversation seemingly comes to a close until BB tells you he forgot the most important thing if you wish to visit the lake; that you will need a fish in order to protect your line and to weaken other fish so that they can be bought. BB tells you he has your first fish in the tank in your room (this is when the player is given freedom to explore the shop, their room, and leave once they have collected their fish).

A players inventory will consist of X amount of slots in which they can carry X amount of fish, granted they bring glass jars that contain water (bought from the shop, players will initially start with an empty glass vile they woke up with that they can fill at the lake). The player can only leave BB’s shop once they have collected their fish, doing so otherwise will result in BB stopping them. On leaving initially BB (Once the fish had been collected) BB will remind the player of the help you agreed to give him in exchange for his help. BB gives you several quests that sees the player either collecting/killing/exploring/levelling fish and other items in exchange for some gold (BB will explain any gold he gives is the players to keep as he already deducts what is owed to him from the rewards.

By inspecting a glass jar that a fish resides in a player can gain details on a fish such as name, size, health, attack, rarity, depth found at, and biggest size recorded (online database, comparable among friends, the world)

Lake Havndoor

The lake is a short walk from the shop, and whilst no other NPC’s will be met at the lake, upon leaving sometimes some will appear once certain criteria is met. Upon arrival at the lake the player is met with dialogue that implies they recognise the name.

A short tutorial will then explain how the actual game works:

* An indicator of the depth the player is at, as well as a colour indicator showing when a player is reaching a depth their rod and fish is vulnerable in.
* A health bar of the players active fish will be displayed, as well as any other fish that is engaged
* Certain fish are hostile
* A player descends their line up to the given point it is able to reach, at which point they release their fish and can explore the surrounding area. An indicator of where the line was left is displayed as this is crucial for the catching of fish
* To fight a fish a player has to lead their fish into the other consecutively until either killing, or wounding the fish enough so that they can be captured.
* To capture a fish, a wounded fish must be lured back to the initial line (engaged fish will always follow their attacker until they are either killed/kill the players fish/caught(exceptions of this exist for rare fish that shy away from combat)) If a fish is too strong to be captured an indication will be given once they reach the players line.
* There is a small chance of a fish escaping a hook depending on its remaining health %
* An experience bar for the players fish can be displayed under their health bar, as a fish reaches certain levels they have access to traits (traits vary for breed of fish)
* Players fish will regain health after winning a battle or over time
* Killing a fish will reward gold based on the fish
* Killing a fish may reward materials which can be used to craft. (essence, scales)
* A player will have a map that fills in as they explore
* If your fish dies, you will respawn as the next fish available to you, if you only have one or your last remaining fish died then you are returned to the last visit to BB’s shop, you lose any items/fish/gold that was obtained from the last deployment as well as loss of new map reveals.

From this point on players are given free reign between visiting the lake, shop and how they chose to play the game, with quests acting as a basic guideline for the progression path, as well as discoveries of the players past serving as a discoverable aspect.

List of items

* Name tag – names your rod/fish
* Thought probe – allows you to speak to other fish, they may not always want too.
* Potion of – All last for the duration of one cast down the lake, potions with a duration can be used multiple times

1. Growth – Increases size and max HP by X
2. Stealth – Grants visibility for X seconds (Max use X)
3. Damage – Increases damage by X
4. Speed – Increases speed by X
5. Recovery – Restores health by X
6. Wealth – Increases gold earnt for X

* Handle – The higher the upgrade, the higher the larger the fish can be deployed
* Line – The higher the upgrade, the further the line can be submerged
* Reel – The higher the upgrade, the faster the line can be submerged/ Retracted
* Hook – The higher the upgrade, the higher the amount of fish you can deploy at once.
* Each of the items will have different properties which can be crafted from essence dropped by fish.
* Glass Vase (Small, medium, large, colossal) each size will store a fish up to a set limit
* Clothes that grant unique bonuses and set bonuses (e.g. 5% increase in size of all fish found)
* Fish attachments (maybe)

List of fish

Pesta – Tier 1

Yubby – Tier 2

Twermy – Tier 3 (Have high base speed stat)

Fackle – Tier 4 (First aggressive fish that is encountered)

Lizzarm – Tier 5 (Scales can be made in to outfits)

Bullyku – Tier 6 (Attack in large groups)

Noxtorb – Tier 7 (Has large light radiance and fast speed)

Serexit – Tier 8 (Can charm fish for a few seconds)

Torok – Tier 9 (Camouflage ability)

Wazzledort – Tier 10 (Scales can be made in to outfits)

Grottiz – Tier 11 (Leaves a trail of poison behind it)

Eplorn – Tier 12 (High base size stat)

Dugglevor – Tier 13 (Live within rocks in ‘dens’)

Atrofot – Tier 14 (Rare fish only appears at X time and X location)

Choopka – Tier 15 (Agrees to join your quest, must own a thought probe, all fish from hence forth interact with the thought probe)

Leignar – Tier 16 (Bouncer like in appearance, when talked to are very aggressive)

Toadlen – Tier 17 (Boost in the direction they are facing every 3 seconds, when talked to simply say ‘fool’ and boost in to your fish pushing it back)

Pefflevuk – Tier 18 (Rare fish only appears at X time and X location)

Zombtrig – Tier 19 (zombie-like)

Juzzywert – Tier 20 (Scales can be made in to outfits)

Frotnip – Tier 21 (Ice-like, location is frozen)

Rokklorp – Tier 22 (Emit a strobe light)

Uvlump – Tier 23 (Glowing blob-like)

Quermvum – Tier 24 (Grows in size when eating another Quermvum, small size base stat)

Holtycrom – Tier 25 (Scales can be made in to outfits, Acts as a gate keeper, warns you when talked to, will only attack the second time you talk to him or if you try and pass)

Kollorport – Tier 26 (Proceeding to the zone past Holtycrom requires a very small sized fish, after done once the small fish will destroy the blockage, Kollorport live within the blockage and attack any trying to get through, cannot be caught or fought back unless the blockage has been destroyed)

Opplefrid – Tier 27 (Orb-like)

Vequimp – Tier 28 (Large base size stat, very aggressive)

Mogglebot – Tier 29 (Part fish, part mechanic)

Xuvt – Tier 30

Rare versions of each fish will have a different skin and in general spawn larger than usual.

List of locations

* Pesta’s paradise
* Choopkas corridor
* Dome of the dawn sleeper
* Whispering hollow of the Wazzledorts
* The wreck
* Pillars of the Pefflevuk
* Oasis of the Opplefrid
* Lost landscape of the Leignar
* Twermys tavern
* Ancient ruins of the Atrofot
* Quivering plains of the Quermvum
* Shaft of the Serexit
* Xuvts residence

Quests specific to fish

1. We’ve got a Pesta problem...

We’ve been having a lot of issues with the Pesta recently. Sure, they’re a great starting fish but their overpopulation has led to them trying to escape the pond and attack the fisherman! Do everyone a favour and eat X of them with that Pesta I gave you.

2. Tried your luck with a Yubby yet?

How’s that Pesta treating you? If you haven’t already you should think about adding a Yubby to your team, they’re not as soft as they look…

**Catch 1 Yubby**

3. Twermys are a slippery sort…

Twermys will be hard to catch, I remember if you could get them against a wall they were as good as dinner, but that was over 20 years ago…

**Eat X Twermys**

4. Fackles don’t make friends easily

Be careful when you get to X depth. Fackles are aggressive and will attack on sight, don’t stray unless you think you can handle them.

5. I know something fun we can do with Lizzarm scales

Some fish you encounter have scales that retain their magical properties once removed and, granted you obtain enough of them, can be crafted in to rather special fishing outfits…

**Collect X Lizzarm scales**

6. Bullyku are bad news

Bullyku are known to stick together, and I don’t recommend aggravating them unless you’ve partnered up with some strong fish of your own.

**Kill X Bullyku**

7. Noxtorb are useful fish…

Whilst not the most talented fish in combat, Noxtorb make great explorers.

Capture 1 Noxtorb

- Follow up quest – discover X zone

8. Serexit don’t play by the rules

9. You need a keen eye to catch a Torok

10. A personal favourite of mine (Wazzledort)

11. You can always tell when a Grottiz is near

12. I wonder what they eat… (Eplorn)

13. Not many have escaped from a Dugglevor den

14. A diamond in the rough (Atrofot)

15. One of the nicest blokes you’ll ever meet (Choopka)

16. A different kind of fish dwell this deep… (Leignar)

17. The Toadlen surge

18. The legend of the misty oasis (Pefflevuk)

19. There’s something creepy about Zombtrigs

20. That Juzzywert feeling

21. Frozen canyons (Frotnip)

22. Lights! Camera! Action (Rokklorp)

23. Don’t eat the glowing goo… (Uvlump)

24. Did they just eat each other? (Quermvum)

25. You’ve gotten good at this you know… (Holtycrom)

26. Good luck getting down that hole (Kollorport)

27. Are these even fish? (Opplefrid)

28. If nightmares were fish (Vequimp)

29. You hear very bizarre things working in a shop (Mogglebot)

30. We need to talk (Xuvt)