Luca Dai

M2 Design Assignment – Part A

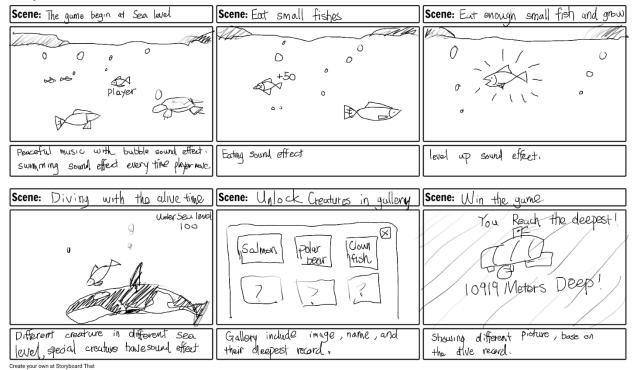1.Title of the game: Dive in the Deep Sea

2. Content: Marine biology.

3. Description:

The game was originally designed to introduce players to sea creatures and their habitats as "How deep the animal can dive?". The mode of the game is to survive in the ocean by controlling a small fish and growing up in the ocean in the form of eating creature smaller than the fish. As the small fish grows larger, it dives deeper into the ocean and encounters different marine creatures. Every time the small fish meet a new creature, this new creature will unlock in the gallery. In the gallery, player can check the fish name, and their habitats with a short sentence introduction.

Player can use mouse to control the movement of the small fish. Since the small fish can only eat fishes smaller than itself, player must avoid contact with large creatures. The special large creature will appear with their special sound effect. Most of these creatures use their respective voices as sound effects, such as sea lion, whale and of course humans. As the survival time increases, the system will automatically increase the depth meter counting. Player's goal is reach deeper. Every time player die, there will be a creature image shows up, the creature represents how deep player reaches. For example, if player reach 2200 meter, the image of Colossal Squid will be shown, and the text will show "You are in the MIDNIGHT ZONE, you can dive like Colossal Squid. They are the largest known squid species. They can reach a length of 10 meters and weigh up to 700 kg." And there's a try again button to allow player to restart the game.

Reference site: https://neal.fun/deep-sea/

StoryBoard:

Scene: The game begin at Sea level	Scene: Eat small fishes	Scene: Eat enough small fish and grow
Player	+50	
Peaceful music with bubble sound effect. swimming sound effect every time player move.	Eating sound effect	level up sound effect.

Scene: Diving with the alive time	Scene: Unlock Creatures in gallery	Scene: Win the game
Under Sea level 100	Salmon Polar bear Clown fish ? ? ?	You Reach the deepest! 10919 Meters Deep!
Different creature in different sea level, special creature have sound effect	Gallery include image, name, and their deepest record.	Showing different picture, base on the dive record.

Develop Environment: HTML5&JavaScript or Unity