

# Games Development

## [BSCH-GD/Dub/FT]

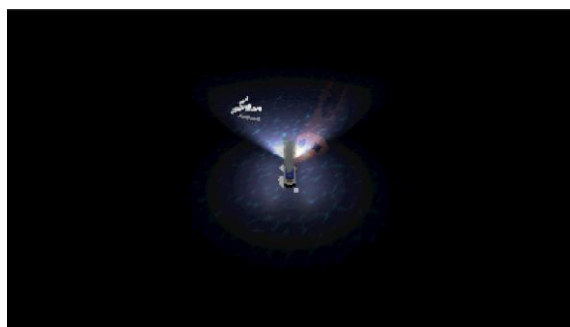
DEADLY DEPTHS  
BY MARC BEYER

## Deadly Depths

In "Deadly Depths", you play as a fisherman who must brave the treacherous waters to make a living. Cast your lines and reel in as many fish as you can to earn money and upgrade your boat.



In this game, catching fish requires mastery of a reaction-based mini-game. A spinning wheel will appear on the screen, and it's up to you to press the "Space" key at just the right moment to score points. However, beware of mistiming your key press, as this will result in a deduction of points. Perfect your timing and skill to become the ultimate fish-catching champion!.



But be warned - something lurks in the depths that you never expected. As you venture further out to sea, you will encounter terrifying creatures, face life-threatening situations and have to manage your gas. If you run out you are stuck and lost at sea.

Can you survive the horrors that await you and make it back to shore with a valuable catch? Only the bravest fishermen will succeed in this spine-chilling adventure.

## Used Assets and References

### 01 Ballgame

Mars texture: <https://www.solarsystemscope.com/textures/>

Skybox: <https://assetstore.unity.com/packages/2d/textures-materials/sky/spaceskies-free-80503>

### 02-03 Jump and Run

Yoster font: by [ codeman38 | cody@zone38.net | <http://www.zone38.net/> ]  
<https://www.1001fonts.com/yoster-island-font.html>

Player and slime sprites (I changed them a bit): GameDev Market RPG Humble Bundle  
(rpgdungeontilesetplus2bonuscharacters)

TileSet: GameDev Market RPG Humble Bundle

### 05-05 3D Stealth Game

PolygonPrototype Pack: <https://syntystore.com/products/polygon-prototype-pack>

### 06 Rock Paper Scissors

Sounds: <https://opengameart.org/content/hurt-death-sound-effect-for-character>  
<https://opengameart.org/content/happy-adventure-loop>

### Deadly Depths

Music: <https://pixabay.com/sound-effects/mystery-and-thriller-music-7070/>

Boat Sound: <https://opengameart.org/content/engine-loop-heavy-vehicletank>

Ding Sound: <https://opengameart.org/content/level-up-power-up-coin-get-13-sounds>

Wrong Sound: <https://pixabay.com/sound-effects/wrong-47985/>

Yoster font: by [ codeman38 | cody@zone38.net | <http://www.zone38.net/> ]  
<https://www.1001fonts.com/yoster-island-font.html>

Praticle Base from the PolygonPrototype Pack: <https://syntystore.com/products/polygon-prototype-pack>

And of cause Brackeys: <https://www.youtube.com/c/brackeys>

## Specs

### 1) Use of Navmesh

The “Kraken” – enemy uses the navmesh to navigate.

### 2) Use of Probuilder

The boat, environment, harbor, fish and kraken are all created with ProBuilder.

### 3) Enemies or NPCs with state machines

The “Kraken” – enemy has several states and for example follows a random path on the map or chases the player.

### 4) Use of raycasts to detect things (can be player, enemies, pathfinding etc)

The “Kraken” – enemy uses a raycast to detect if it can see the player.

### 5) Use of animations/Animator state machines

The fish swarm and the kraken use animators with different states.

### 6) Use of triggers/collision detection to activate or detect physics or motion

Fish swarms and the shop detach the player via trigger.

### 7) Use of UI to denote score or other player-relevant information

The player's money, fish and gas is displayed with UI.