

GDD: Deep 2 (provisional)

1. Summary (Mission briefing)

The player is a Russian agent during the Cold war, who has been given the control of a bathysphere in order to destroy ballistic missiles fallen from a nuclear submarine near the Arctic before the Americans discover them.

The submarine last signal locates it in a deep trench known for being a nesting area for sharks and other marine creatures. Visibility at great depths is very reduced, so the player must use the 3D radar and a small front light installed on his bathysphere to orient himself.

2. Game elements

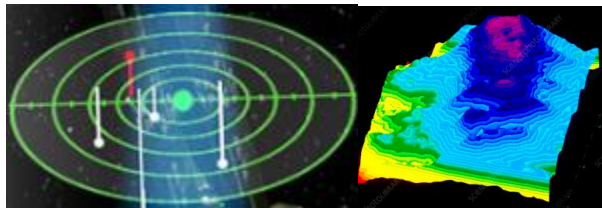
- Player

[Els controls de player i les llums seran mes o menys les mateixes, nomes explico el que cambia]

- Mission status: a panel will inform the player of their current mission, as well as select secondary objectives to fulfill during the immersion

[Basicament una UI amb text, amb els objectius que falten, un resum de que son, i poderlos seleccionar perque surtin al radar. A mes ens fara de how to play i per explicar la "historia"]

- Radar: the radar will display terrain, as well as enemies and threats, and other interesting items or locations to the player.



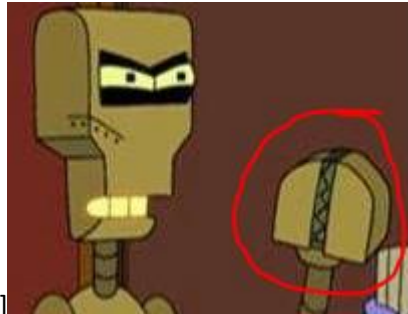
[això però combinat]

[El farem creant una copia del nivell amb altres materials i meshes. Hem d'optimitzarlo tot el que puguem. El terreny sera low-poly i els elements punts, hi haura dos fletxes, una blanca apuntant al main objective i una blava apuntat al objectiu secundari seleccionat pel player. Cada Gobj fara el seu update i transmetra la posicio a la copia.]

- Shocker/Grabber: the shocker allows the player to scare most animal creatures, while the grabber allows him to interact with the environment.



[shocker]



[grabber]

[El shocker sera el que hi ha ara pero a ver si podem trobar un mesh de porra electrica o algo del estil. El grabber sera la tipica pinça amb una animacio simplilla que activarem quan faci alguna cosa amb el environment.]

- Stats screen: a small screen displaying the following stats.
 - Hull integrity (health)
 - Depth
 - Distance to the current objective.

- Submarine

The submarine from where the player is dropped to the water is at the top of the trench. It will the following functions:

- Start point of the level.
- Repair station in case the player is damaged.
- It will destroy the player's vehicle if he goes too far from the mission area.

- Enemies and threats

- Giant jellyfish: it will ignore the player even if approached, but can be dangerous to get tangled in their tentacles. They live at all depths (0m-3000m). They mostly swim upwards. (10% damage)



- [ja tinc el model]
- Barracuda [potser, a ver quan triguem en fer la resta]

- Sharks: They will chase the player if he gets too close. They live at average depths (0m-2000m). They will swim in a straight line. (20% damage).
- Giant anglerfish: this fish likes to stay completely still, becoming invisible to the radar until it moves. It will try to lure the player with the light on his head and will chase him when he gets too close. They live in great depths (2000m-3000m). (30% damage)



[ja tinc el model]

- Mega-shark: it will patrol a huge area, and will chase the player if it finds him. They live at great depths (1500m-3000m). (45% damage)
- Volcanic vents: they will damage the player if he gets too close. (1% constant damage).
- Mines: dropped by the downed submarine, they will explode if the player gets too close. (30% damage)

- Upgrades and collectibles

They are pieces of equipment or valuable materials the player can collect to obtain more points at the end of the game. Upgrades will provide the player with some sort of benefit and will be unique.

- Upgrades:
 - Shocker arm: allows the player to use the shocker.
 - Heat shield: prevents damage from volcanic vents.
 - Hull plating: increases max hull integrity by 50%.
 - Secondary rotor: increases movement speed.
- Collectibles:
 - Nuclear waste barrels.
 - Rare coral.
 - Mega-Shark eggs.

- Environment elements

- Smoke vents: colder volcanic vents that expel thick smoke columns. While the player is standing inside a smoke column, he will become invisible to nearby enemies.
- Lighting by depth: light will become dimmer as the player gets deeper. As so, the environment will be easily visible at lower depths (0m-1000m), significantly darker at

average depths (1000m-2000m) and completely dark if not illuminated by the player's light at higher depths (2000m-3000m).

[això ho farem modificant la intensitat d'una directional light segons la (Y) del player]



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