

# Divine Fishing Nightmare

# Concept

- Mobile
- Fishing Social/Adventure/Sandbox game
- Fishing Trips
- Minigames
- PVE/PVP
- Customization
- Levels and Rankings
- Target: Kids with rich parents
- USP: Social fishing game with a robust progression system



Cinematic Trailer Screenshot



# Monetization

- 20€ at release and becomes progressively F2P on some platforms
  - Early access with a skin
- Gear: fishing, defense (afterdark), perks, consumables
  - Rods, line, bait, hooks, harpoon, knife, cannon, dynamite, electricity -> skins for all
  - Lifespan on each item
  - Level up
- Merch: collectibles which can be scanned via QR or NFC
  - They give buffs in-game
  - Limited edition
- Better locations for minigames you create
- Gifting system in-game or as a referral system
- UI skins
- Limited minigames per day -> premium or charge for more



# Free tier

- Basic tier battle pass
- Many minigames
- 5 minigames per day
- Earn currency but at lower rates
- Basic drops
- Ads: Watch for money after minigames
- Minigame creation



# Mechanics

- Exploration
- Leveling / ilvl
- Skills
- Item customization
- Item degradation
- Social: Chat/emoting/combat
- Minigame/content creation (SDK)
- Currency
- Collectibles / Achievements
- Interaction with merch
- Battle Pass
- Limited number of minigames per day

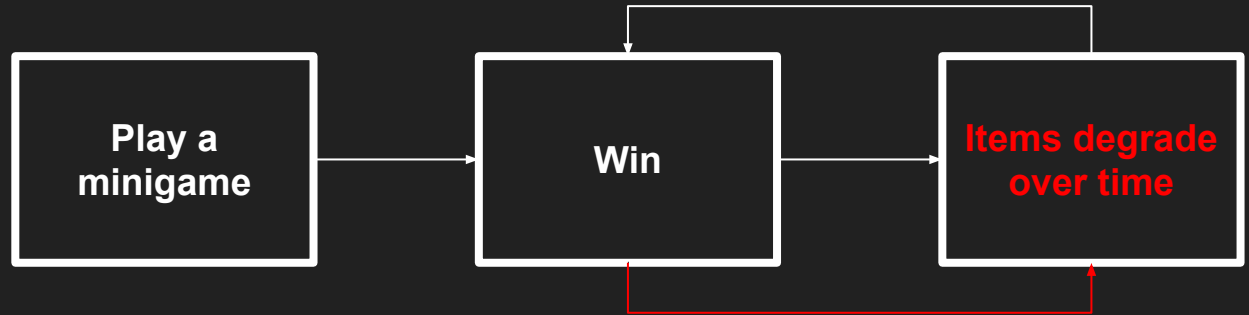
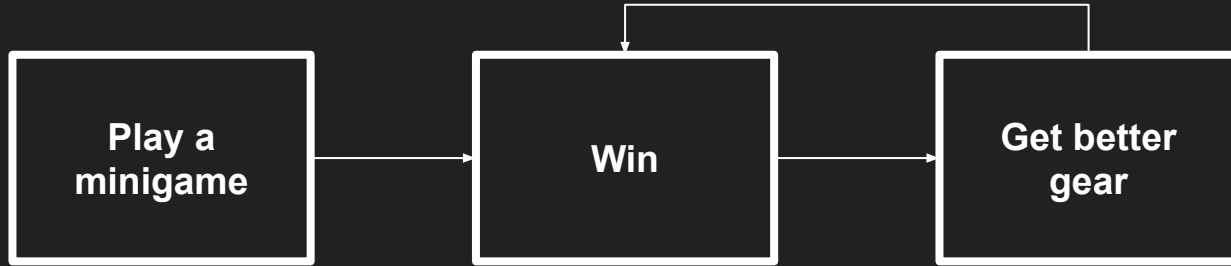


# Objectives and Progression

- Become the king/queen of the fishers
- Explore the world on your fisher boat
- Level up and unlock parts of the world
- Get better gear
- Achievements
  - Fishing records
  - Leaderboards



# Feedback Loops







Available in 2h

## COD Warfare

- Requirements
  - Item lvl 130
  - Player lvl 30
  - Pacific Rod +
- Rules
  - PVP
  - Catch fishes
  - Defend your catches
  - Night time
  - Groups allowed

Play