# ***Hook Line and Slinger***

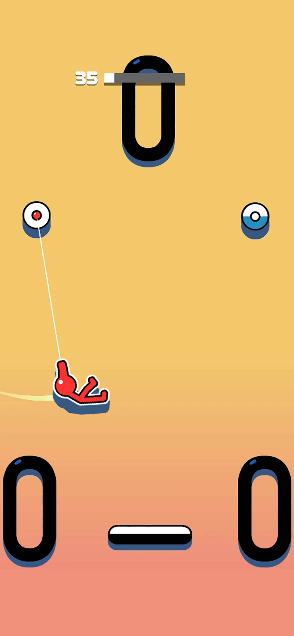
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## Introduction

### Summary

A physics-based 2d platformer made for any age. Use your fishing rod to grapple around the map and find fish to defeat and cook.

### Inspirations

My initial inspiration for the movement in the game is derived from *The King’s Bird* and the mobile game *Stickman Hook*. The movement of the former is smooth and enjoyable and has unique levels with extremely varying verticality in its obstacles and the latter was a good example of how I want the “grappling hook” mechanic to function in my game.

After figuring out how I want the movement to function, I realised that I wanted the character’s grappling hook to be a fishing rod. After reaching this conclusion, I want some kind of underwater environment that will be inspired by the game *Another Crab’s* *Treasure*.