Fishing Frenzy

Summary –

Fishing Frenzy will be a game orientated around fishing; however, it will by no means be a game you can turn your brain off to and auto-pilot your way though. There will be many challenges and obstacles along the path to the end of the game.

Synopsis -

Winter is coming and Fin needs to stack up on food if he plans for his family to survive it. He recalls once going fishing with his father on the river near his cottage. “Eureka!” he shouts internally. Finally, he has a sustainable way to feeding himself and his family... or so he thought.

Core Game Description -

Fin, the playable character, sits on his frail rowboat, and sets himself on his grand journey to become a master fisher. He soon comes to realize that fishing isn’t just sitting on a boat, throwing your hook beyond the horizon and plugging your earphones in. No, it is much more difficult than he could have ever imagined.

In this game, you will be going though levels catching fish, there will be a number of obstacles such as rocks and mines. You have three fishing rods to begin with and losing all of them results in a “Game over!”. Catching fish will add points to your score, some fishes reward more points than others, and losing fishing rods will deduct points.

Power-ups -

Power-ups will drop at random intervals to assist the player. These will spawn at the corners of the screen and will move left to right.

There will be few different power-ups, with each having different affects.

* Hook shield – You reinforce your hook. Allows you hit one mine without any repercussions. (Breaks after one collision)

* Double points – This power up will double the value of the points earned. Lasts for 5 seconds.

Levels -

There will be a total of 5 levels, with each level increasing in difficulty to give players a real challenge. The final level will have a shark which you have to kill

Art style -

The game will be quite simplistic design, this will allow elderly people understand what’s going on.

The colors I’ve chosen are bright ones. This will assist in keeping the player’s attention.

The boss -

Sheryl the shark will summon on the final level. As he is summoned, a healthbar will appear at the bottom of the screen, and an ominous soundtrack will begin playing.

Defeating the boss will be no easy feat. You will have to attack the shark with your hook while avoiding mines. I plan to make the time a bit longer than usual so the player has time to actually kill the boss, however this might be changed to a shorter time if I believe the boss is too easy.

Defeating the boss will be the end of you journey, after defeating her, the game ends with a “Thank you for playing!” screen and a happy song playing.

Soundtrack -

* Background music – This will be some peaceful lake music to help calm and immerse the player.

* When a player picks up a fish, there will be a quiet “pop!” sound.

* The final level will have heavy metal. This might be too much for an elderly person, so I could lower the volume A LOT, or I could add something else that will also get the adrenaline flowing.