Natasha Belshaw
CPSC 236-03
Final Project Game Design Doc

GDD: Sink or Swim
By Natasha Belshaw

Summary
Elevator Pitch:
In this game you are playing as a fish, swimming around the ocean, eating varieties of food and avoiding harmful objects.

Description:
Engine: Unity
Platform: PC
Art Style: 2D
Premise: You play as a large fish, swimming through the ocean. Your goal is to get the highest score possible. Points are gained by eating smaller fish, and lost by colliding with trash. Points are tallied on the screen.

Features:
- Player
  - User can only move up and down, x axis position is static
- Food
  - Smaller fish (disappear when eaten)
  - Worms (also disappear when eaten)
- Trash
  - 3 trash items that disappear when eaten
- Score counter
  - Score increases when you eat food (+5 for worms, +10 for fish)
  - Score decreases when you eat trash (-10), if your score goes below zero you die
- Enemy swordfish
  - Kill you if you bump into them

Resources (links to all are available in README file)
Art:
- Main menu art (1 image, water/ocean background with words overlaying)
- Game over art (1 image, water/ocean background with words overlaying)
- Scrolling background (1 image, resembles water)
- Player art
  - 2 images of 1 fish so it looks like it's swimming
- Food art
  - 1 images for pink fish
  - 1 images for yellow fish
  - 4 images for the worm (so it will wiggle)
- Obstacle art
  - 1 image for water bottle
  - 1 image for soda cup
  - 1 image for soda bottle
- Enemy art
  - 1 image for swordfish
- 2 fonts for various titles and buttons