

An underwater photograph of a shipwreck, likely the RMS Titanic, resting on the ocean floor. The ship's hull and some internal structures are visible, surrounded by deep blue water and some marine life. The scene is dimly lit, with light rays filtering down from the surface.

# Dangerous Diving

By Conor Minihan

# Concept

A group of treasure hunters dive down to a shipwreck, gathering whatever valuables they can find, but there are greater dangers than drowning in these waters. A variety of underwater creatures lurk in the murky water, be it sharks hiding in the coral or giant clams threatening to swallow you whole if you get too close.

Divers will have to be aware of their surroundings and their oxygen level. Diver's speed will be determined by their weight, meaning there will be times where, they will have to risk getting caught or discard their treasure.

# Background

Suzie grew up on stories of pirates, plunder, and sunken treasure. Now she runs her own ship, trawling the sea floor of Saharica bay searching for the ultimate treasure; the wreck of Morrigan. Some stories tell of an ancient relic with which you could grasp the very threads of fate and bind them to your will.

Play as Suzie, the treasure hunter. Dive, collect relics, dodge the wildlife, upgrade your gear, become legend

# Screenshot





# Features

Shooting

Stealth

Upgrades

# Pillars

## 60% Movement and Evasion

Navigate the environment while being careful not to disturb the wildlife. Its often better to avoid confrontation.

## 20% Resource management

While diving you have to manage your oxygen, and when not you have to balance the funds you get from your treasures.

## 20% Combat

Sometimes the creatures of the deep will not leave you alone. You might need to give them a zap or two.

# Student skills

Classes [player, enemies, relics...]

Arrays [Enemies, collectables]

Graphics

Source control

Software

Teamwork and documentation

# Elements

Basic Game play [20]

- Movement, pickups, shooting

HUD [10]

- Dynamic oxygen tank, currency counter

Graphics[20]

Advanced gameplay [20]

- Different enemy behaviours

Video [5]

Project management [5]