

Project Phase 1

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Project Statement

To commence the project, it is necessary to develop a proper foundation, plan, and end goal of the game. During Phase 1, the foundational aspects were drafted and developed, providing a clear path towards Phase 2. Discussions were held to generate ideas for the theme, implementation, and overall plan. Below are the details of the various components of the project.

Main Character

The game revolves around **Gordon Ramsay**, a world-class chef, embarking on an adrenaline-fueled scuba diving adventure. His mission: to gather essential ingredients for his signature dishes.

Game Features

Regular Rewards

- Gordon collects underwater ingredients to increase his point total.
- Ingredients are scattered across the ocean and seabed and spawn randomly.
- A **ticker/timer** determines how long the ingredients remain before despawning.
- As ingredients approach despawning, they shrink in size.
- Points awarded decrease the longer it takes to collect the ingredient.

Bonus Rewards

- Gordon may discover **clams containing pearls** that add bonus points.
- Bonus rewards behave similarly to regular rewards.

Moving Enemies

- The ocean is filled with threats such as:
 - **Menacing sharks**
 - **Prickly sea urchins**

- **Pufferfish**
- Enemies move around the board and try to catch Gordon.
- If an enemy catches Gordon, the player loses the game.

Punishments

- Certain collectible items (e.g., empty oxygen tanks, poisonous items like pufferfish and jellyfish) may **deduct points**.
 - Players lose if their **oxygen level reaches 0**.
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Board Design

- The board is themed after the ocean floor, featuring marine organisms and other aquatic elements.
 - Board dimensions will be determined later.
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Game Goal

- The player chooses a level from the main menu, with each level offering a different difficulty.
 - To win, the player must:
 - **Reach the point target** determined by the difficulty level.
 - **Evade attacks** from moving enemies.
 - **Maintain oxygen and points** at safe levels.
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Barriers

- Proposed barrier designs include:
 - Barrels
 - Coral reefs
 - Kelp
 - Shipwrecks
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Player's Goal

The player's ultimate objective is to collect enough food, ingredients, and points to **cook a great meal** at the finish line.