

The Fisherman

Deep Water Drama

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The Essence of Things

It is a game that is truly as easy or as complicated as you want it to be.

Most will play it by choosing random options. However, there will be few, who are willing to learn its secrets to become seasoned fishermen. Both will have fun.



But ultimately it is just another time sink.

How Are We Different?

There is much going on behind the scenes.

Lakes are randomly generated, together featuring unique topographical features.

Different fish like different baits and locations, and this changes depending on weather conditions, time of the day and your presence.

Moar

Nostalgic pixelated art.

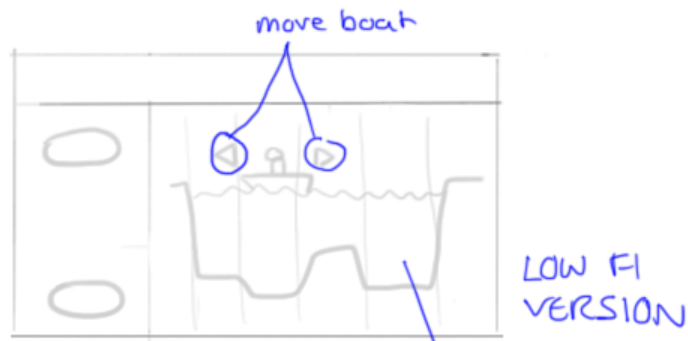
Trophy gallery to immortalise your greatness.

Rankings, so that you can compare yourself to the world.

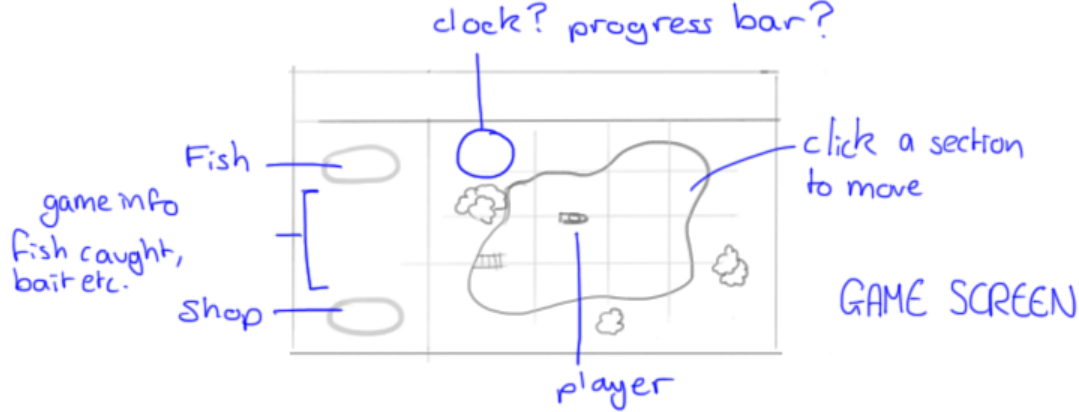
Fish finder to troll the rich (fish presence does not mean they are in the mood to eat today).

Go! Fish

[WORKING TITLE]



less complex GUI





See you on the lake

Requirements

- Complete
 - Random lake and weather generation
 - Probabilistic fish distribution
 - Store 'trophy' fish
 - User interface for the different aspects (fishing, shopping, trophies...)
 - Graphical visualizations of the different aspects (boat, lakes, fish) - apart from boats
- Modified
 - The fish finder item changed to just displaying current depth

User Personas

Timothy (16)

THE 'HARDCORE' GAMER

Competitive young man looking to learn all the tricks in order to get the biggest catches out of all of his friends.

Wants to be able to spend hours playing if need be to meet his goal and maintain the top spot, or catch a quick 'fishing weekend' between (or during) classes.

User Personas

Deidre (would rather not say)

THE CASUAL GAMER

Mother of three and avid TV soap fan, passes the time during ad breaks on her tablet, looking for bite-size gameplay. Enjoys to moan to her children and colleagues about how the big one got away again. No interest in going out on the lake for real, is quite content with the colourful world of fishing from her couch.

User Needs Matrix

	Usability		Gameplay			Rewards		
	Quickplay	Simple Interface	Depth	Upgrade Path	Random Lakes/ Weather	Trophy Tracking	Real World Tips	Rare (trophy) fish
Deidre	5	5	1	3	4	3	1	3
Timothy	4	3	5	5	4	5	5	5

High Priority: 5
Low Priority: 1

URLs accessible to user

/	index
/game	main fishing screen
/rankings	page with rankings
/trophies	trophy gallery
/shop	buy new bait/boats
/logout	logout call
/login	sign in screen
/register	sign up screen

URLs to provide functionality

/buy/boat/(?P<name>\w+)

Buy specific bait, name

/buy/bait/(?P<name>\w+)

Buy specific boat, name

/api/change/bait/(?P<name>\w+)

Change bait to name

/api/newgame

Start a new game

/api/move

Move on lake

/api/fish

Start fishing

/api/finish

End a game

Services

All the computations are done on the server side, and the client side displays the results. Thus, there will be queries to get: lake details, weather conditions, results of fishing action, how much time it took to move a boat, as well as to: buy new baits, convert fish to money, buy fish finder, store results.

System architecture

Mainly, the system consists of three parts:

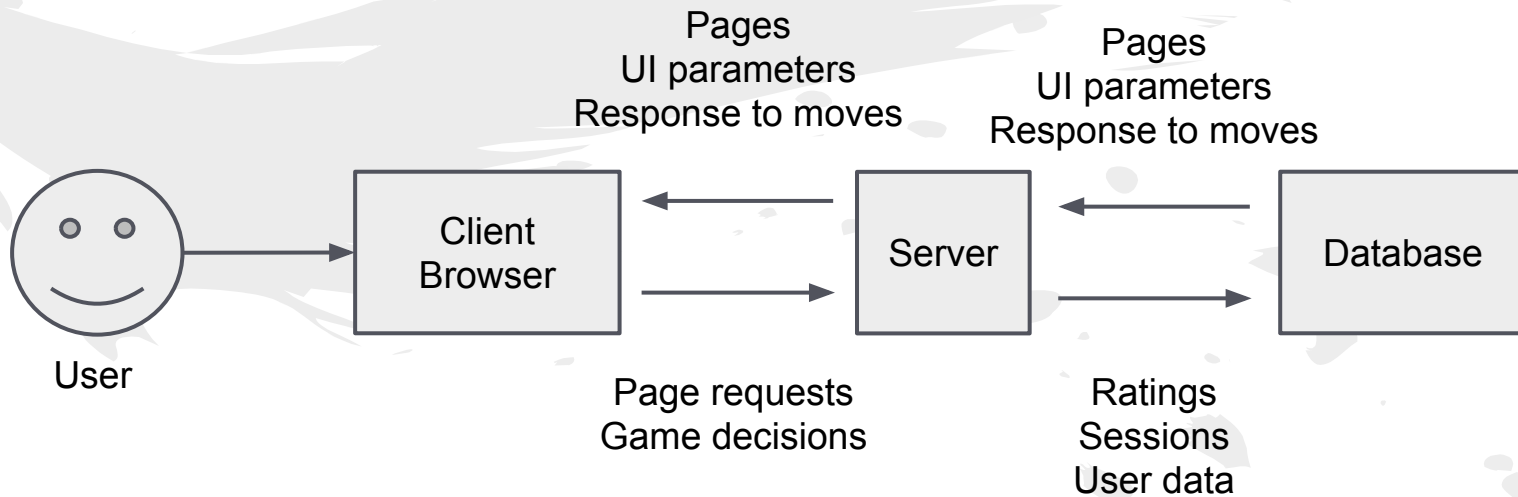
- Database (Handled by Django)
Is responsible for storing user data, sessions, ratings, etc.

- Server (Python - Django)

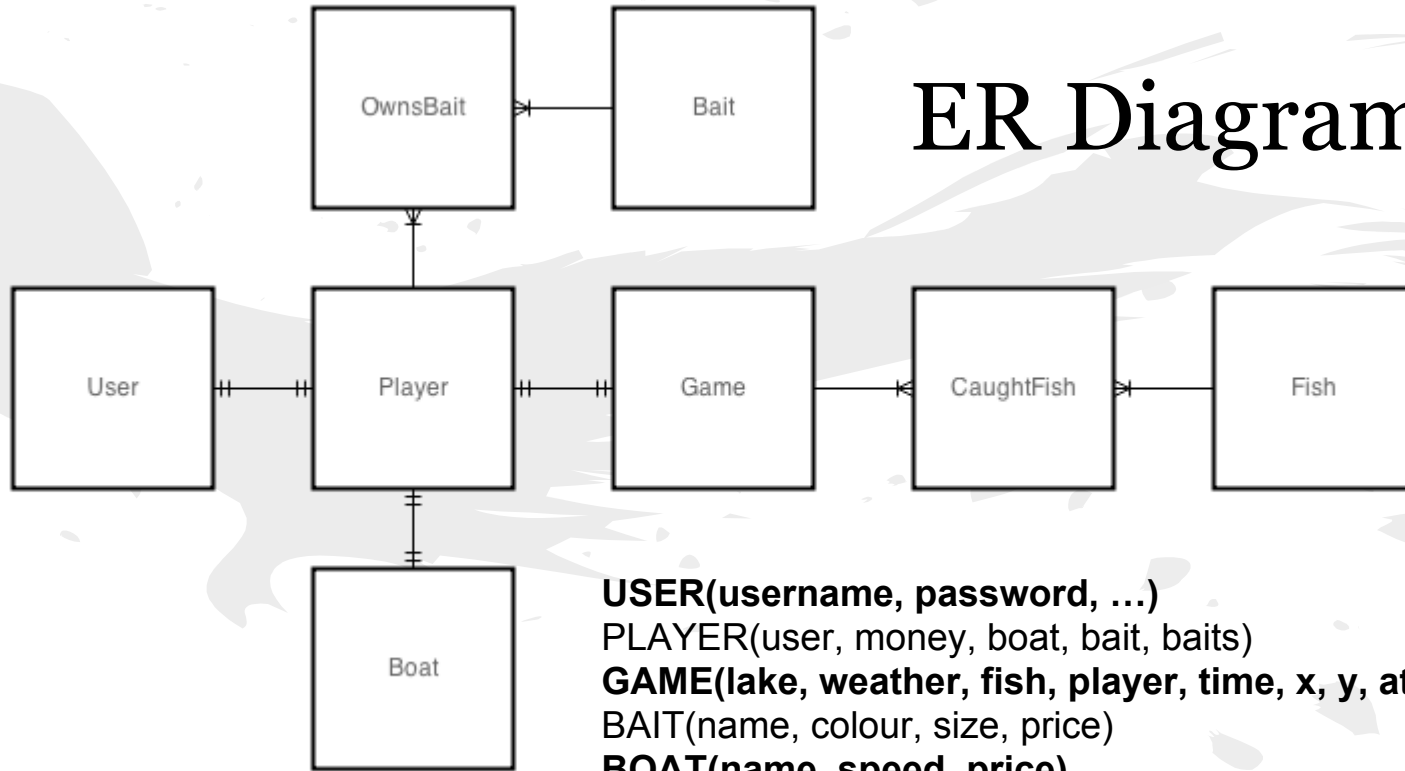
Is responsible for

- communication with the client and DB
- generators (lake, depths, times)
- rating system
- game logic

- Client (HTML, CSS, JavaScript)
Is responsible for
 - UI
 - communication with the server
 - game logic
 - pixelated drawing mechanism



ER Diagram



USER(username, password, ...)

PLAYER(user, money, boat, bait, baits)

GAME(lake, weather, fish, player, time, x, y, attempt)

BAIT(name, colour, size, price)

BOAT(name, speed, price)

FISH(name, base_price, base_chance, size_mean, size_sd, weight_mean, weight_sd, p_depth, p_bsize, p_clouds, p_rain, p_wind)

OWNSBAIT(player, bait, amount)

CAUGHTFISH(fish, game, size, weight, price)



In future work, the server and database parts can move, for instance, to Facebook app engine. The system architecture may change as well.