



A game by:  
Corey Ethington  
Kyle Pereira  
Dominic Griffith  
Sam Schneider

# Table of Contents:

Executive summary & Genre

Story

Characters

Level/Environment Design

Gameplay

Art

Sounds

User Interface/Controls

Accessibility/Monetization

Wishlist

Bibliography

### Executive summary & Genre:

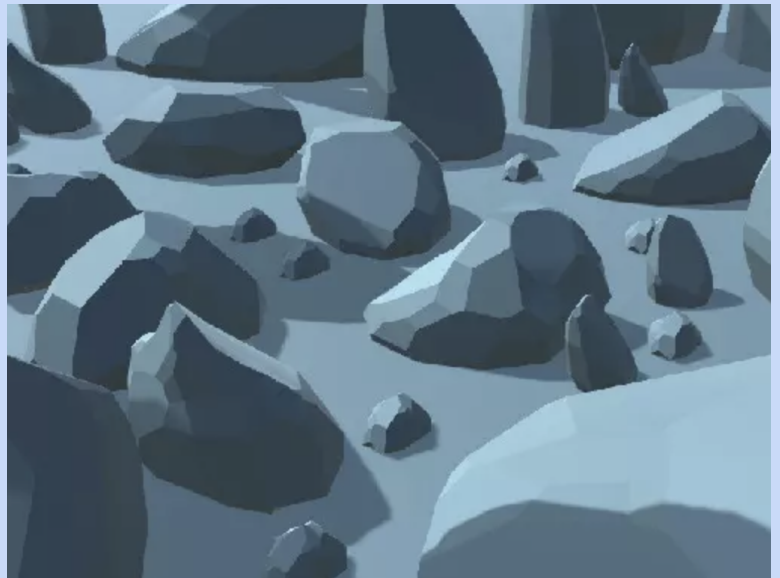
Salinity is a multiplayer low poly deep ocean diving simulator. The game is simple by nature, leading to a relaxing experience for the player to enjoy. This game is targeted towards players who enjoy simple games with satisfying and relaxing gameplay. This game is slower paced with simple missions that allow the players to explore the beautiful nature of the ocean.

### Story:

The story is up to interpretation by the player, but the general idea is that the ocean is a beautiful place and needs to be explored and saved. The missions of the game allow the story to develop as the players find certain species of fish as well as pick up trash from the ocean floor.

### Characters:

The main character is a simple man with no crazy features. This allows the player to imagine themselves as the character exploring the ocean without being distracted by any flamboyant characteristics.



### Level/Environment Design:

The game takes place in a generated ocean with a rendered mesh as the floor with procedurally generated terrain features, plant life, and rocks. The ocean will be full of different creatures and plant life of varying species and size, allowing the player to explore an "alive environment"

### Gameplay:

The players will be able to dive into the ocean and explore as they desire. While exploring, certain quests may become available depending on what is being explored. For example, if the players explore the ocean floor and find a bottle with a map in it, the players can explore more and finish the quest by finding a hidden treasure chest. The players may also encounter quests in protecting a school of fish when a shark spawns in.

#### Art:

Some assets will be used from open source free unity asset creators, which can all be accessed in the bibliography. All other assets will be created in blender and photoshop. The art style will be attempted to be low poly with an emphasis on simplicity as to allow for the bright colors of the variety of fish to shine through



#### Sounds:

The sounds in this game will be soft and peaceful, to add the simple and relaxing aesthetic of the ocean theme. Sam Schneider will create all the music for the game, and as the game progresses different soundtracks will be played. For example, when a shark spawns in, the music will be a little more intense, and when a giant whale spawns in, the music will be grand and majestic

#### User Interface/Controls:

As the game starts the player jumps into the ocean. The players can be controlled by WASD to move horizontally and use shift and space to move vertically. The player will naturally be buoyant while underwater and will not be able to swim out of the water while diving. If the player is on a quest to find a certain fish, they will be allowed to switch into first person camera mode to take a photo of the necessary fish.



#### Accessibility/Monetization:

This game will be free to whoever wants to play it, and will be accessible to anyone that has the download link.

#### Wishlist:

- add more fish types
- add more quests that allow for more exploration
- create more of a hidden story behind the game
- Make more quests and better implement sharks
- More unlockable outfits for the players.
- A breathing system where players can only be underwater for a certain amount of time.

#### Bibliography:

- <https://quaternius.com/packs/cutefish.html>
- <https://quaternius.com/packs/animatedfish.html>
- <https://quaternius.com/packs/texturedfantasynature.html>
- <https://quaternius.com/packs/animatedmen.html>
- <https://www.mixamo.com/#/?page=1&query=swim>
- <https://assetstore.unity.com/packages/3d/environments/lowpoly-rocks-137970>
- <https://assetstore.unity.com/packages/3d/environments/low-poly-rock-pack-57874>
- <https://quaternius.com/packs/ultimatecrops.html>