PixelFest Game Jam

Title Ideas

- Chomp Chomp Treasure Mollusk
- Tentacle Treasure Trove
- Captain Tentacle
- O-mazing Octopus

Environment

- Side view
- Waterline at top
  - Possible boat stretching the length of the top
- Hazards (fish, sharks) swimming across horizontally left->right and right->left
- Parallax background
- Foreground edge is coral, pylon, etc. (left and right edges)
- Ocean floor will be static (possible stretch goal of going dynamic)

Gameplay

- The treasure-hunting octopus (player) starts at the top
- Movement controls TBD
- Player collisions TBD
- The octopus descends to collect treasure from the bottom
  - Animation: octopus stuffs treasure in his/her mouth
- The more treasure the octopus collects, the slower he/she moves
- Getting hit by a hazard causes the octopus to drop treasure (Use OnTriggerEnter2D and OnTriggerLeave2D to control the hit)
- Other players may collect dropped treasure
  - Possible: hazard fish eat dropped treasure if they run into it
  - Possible: dropped treasure de-spawns if it hits the ocean floor

Stretch Goals

- Support for either keyboard or game controller
- Ink debuf
- Credits
- Sharks (and "danger" music)

● Dimming as you pick up gems; once depleted, goes totally dark

Assets Required

● Character prefab
● Fish prefabs
● Treasure chest prefab
● Gem/coin prefab
● Ambient music (calypso style?)
● Collision sound
● Background Image
● Midground Image
● Foreground Edge and Floor Images
● Splash screen
● Score GUI
● Networking
● Waterline/boat

Character

● Animations:
  ○ Hover
  ○ Move forward
  ○ Move backward
  ○ Rotate
  ○ Collide
  ○ Attach to treasure chest
  ○ Eat treasure
  ○ Spit out treasure
● Start with zero gravity; each additional gem adds gravitational effect. That way, player will sink when holding treasure and applied upward force will be slower.
● Use FixedUpdate to ensure consistent timing for all clients.
● Other player
  ○ Does not trigger sounds?
  ○ Does not collide with your player

Gameplay Screen

● Player scores in each top corner
● Countdown timer in the top middle