

## **Submarine Game Idea**

- R.O.V. (Remotely Operated Vehicle) set out to do maintenance and other repairs (perhaps even recovery) tasks.
- Simple low-visibility under water background.
- There are obstacles in the way (stones, creatures etc.)
- Fairly simple underwater terrain, with objective elements (pipes, treasures, oil rigs anchors, etc.)
- Completing tasks player gets some amount of money
- With that money player can buy upgrades

### **Main gameplay element:**

- Diving to repair/build site (perhaps finding said site)
  - While the player has to avoid obstacles (other possible dangers)
  - Player needs to pay attention to the Battery(health bar) and GPS signal(optional)
- Carrying out tasks before time runs out (battery life)
- Having depth as limiting factor for what jobs can be taken/done.
- Possibly a creature can chase the player, or coop option.

## **Style:**

- 2D Pixel Art
- Low visibility ocean background, darker and more murky the deeper it is.

## **Control and gameplay elements:**

- Depth
- Location from ship
- Getting to work site
- Bringing right/enough material (late game, after unlocks?)
- Simplified repair/build mechanics
- Simple, but enjoyable underwater controls

## **UI elements:**

- To do list/objectives
- Depth meter
- Minimap (location from ship and work site)
- Battery life
- Transmission signal?

## **Additional gameplay elements:**

- Upgradable elements:
  - Battery - for dive duration
  - Hull upgrades - for dive depth
  - Cargo?
  - Sensors/GPS?