Conclusion and Postproduction

The Goal:

My approach to this game for children is to teach them the different fish a shark can eat. The player will have to collect 10 of these fish and if the player eats a fish that sharks does not eat then it loses life. I have implemented the features asked, except the Timer due to the time limit. Overall, my goal was to make a fun game where the children can differentiate the different types of fish that a shark can eat. I specifically chose Tuna as the consumable fish in the environment and poisoned fish as the gold red eyes.

Game Concept:

I chose to do the camera in a third person view, it seems more fun to see how the shark is moving.

Game Mechanic:

* Use WASD to move
* Use the mouse to move the camera.
* When you finish the level, you will have the option to restart or to quit the game.
* I did not have time to put a main menu, but I know how to do it.

Issues:

* I can make the player controller more realistic, for example for now the shark is move at a constant Y position, I can change it with a different control, allowing the shark to dive and go up.

Improvement:

* Better player control
* Add more fish to the world.
* Do more polishing with graphics and sound effects.
* Add more UI, like main menu, inventory.
* Add more enemies, or poisonous substances that kill a shark.
* Since it is a game for children, to be more educative, I would add waste that people throw in the ocean that kill animals, this will teach them a lot apart from the fish a shark eats.

Features not implemented:

* I did not have time to put in the Timer, but I know how to do it.

**Personal feel:**

I am sad that I did not have time to put the main menu but overall, the game is fun and can do much more, specially to empower children.