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Fishy Waters

Video Game Architecture & Optimisation - Assignment 2

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1. Introduction

Fishy Waters is a game that is classified as an open world game. It can be played in the same map but at the beginning you are not able to travel on the entire map but you can unlock the other parts of the map but doing different tasks. This game appear in the early of 90s.
The main character is a boat; your main objective is to travel on the sea and go fishing; with the fishes that you already fished you can sell them and increase different stats for your boat or buy different parts of the map.

2. Game Objectives

The game objective is to fish as much fishes as possible. By fishing and selling the products (the fishes) you will receive an amount of money that is relevant with the products that you just sell. In the game are different fishes, of different sizes. The biggest fish has a higher price than any other fishes therefore it will be harder to catch a bigger fish than a smaller one.

3. Game Mechanics

In order to travel on the map (to move the boat) you need to use the arrow keys, therefore you are able to travel to all the 4 directions. When you are above or near a fish you can press the spacebar and after that you need to complete a mini-game in order to catch the fish. That mini-game contains a random array of directions – you need to press every time the relevant direction in order to catch the fish.

4. Screen flow diagrams, Characters, NPC, Background design

5. Pseudo design

6. Implementation of game

7. Testing

8. Planning

9. Evaluation and future developments

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