Scuba diving simulator 3D

Title: Scuba diving simulator 3D
Purpose of the game: Exploring the underwater world
Control: Joysticks
Orientation: Horizontal
**Monetization:** F2P - advertising, offer advertising, in-game currency purchases

Gameplay

The player explores the underwater world in search of treasures.
Primary Goal - Exploration of all locations in the game
Sub-Goal - Upgrading equipment and collecting treasures to sell
The mechanics of the game are simple - the player moves around the underwater world and collects valuable items. In the store, the player can sell the collected items and improve the equipment.
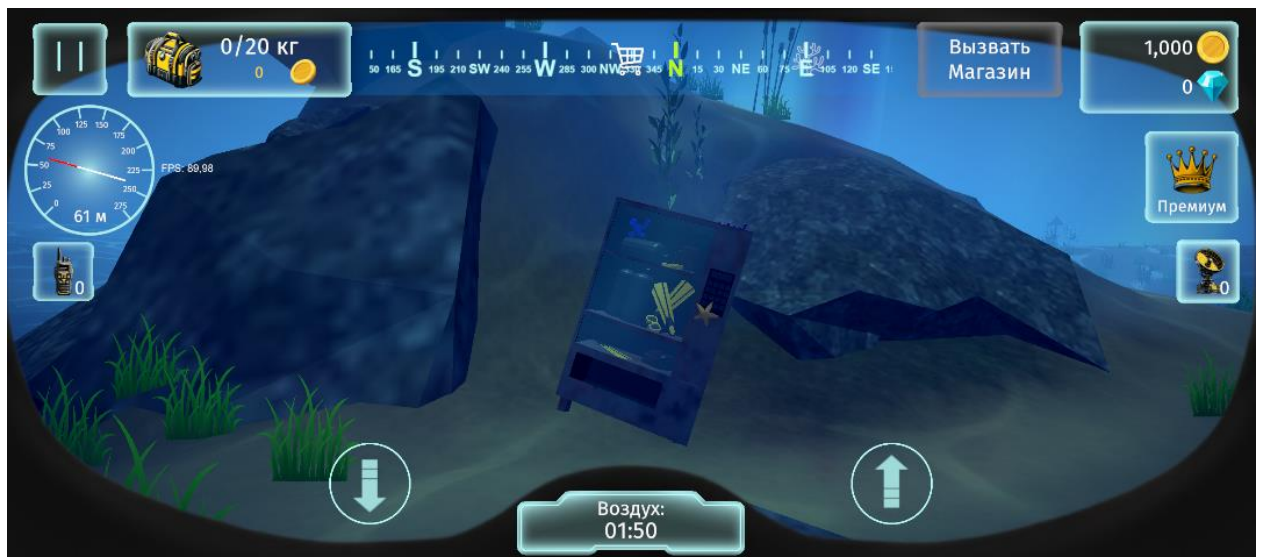
By upgrading the equipment, the player can dive to greater depths and gain the ability to swim away from sharks, allowing them to explore more complex locations.

Locations

The game has an open world for exploration, so each location is unique. The setting of the locations should fit into the theme of the underwater world. Each location has its own set of collectible unique items that can only appear there.

Underwater ancient city
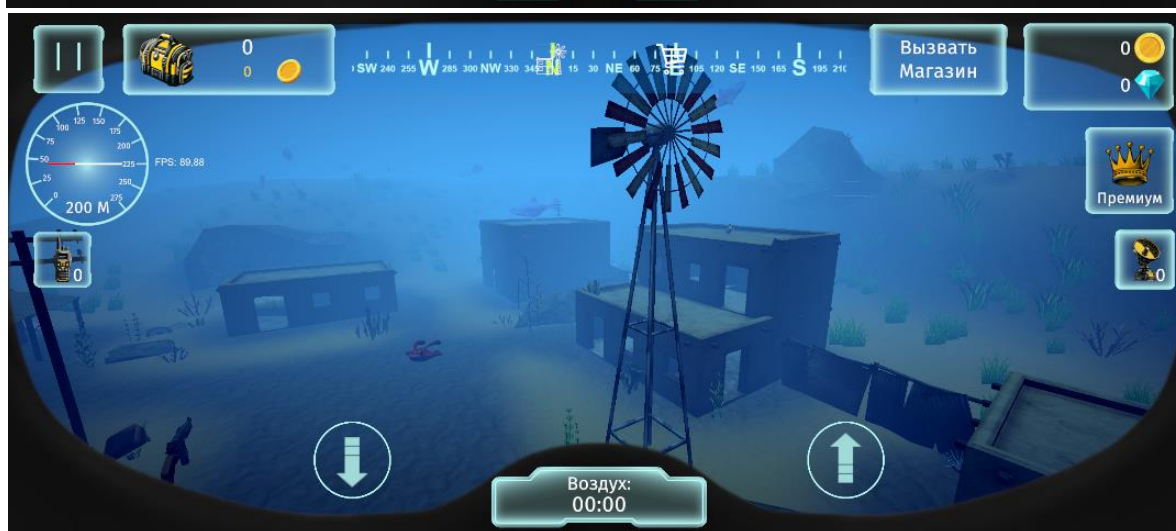

Sunken planes

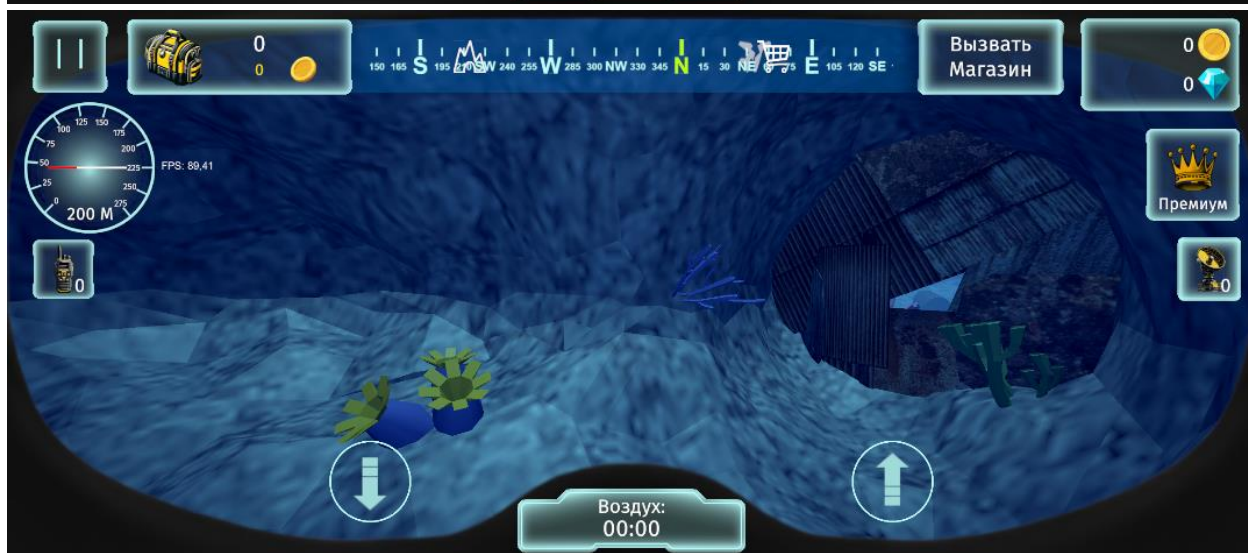Sunken containers in a coral reef

Sunken City of Scavengers

Underwater cave
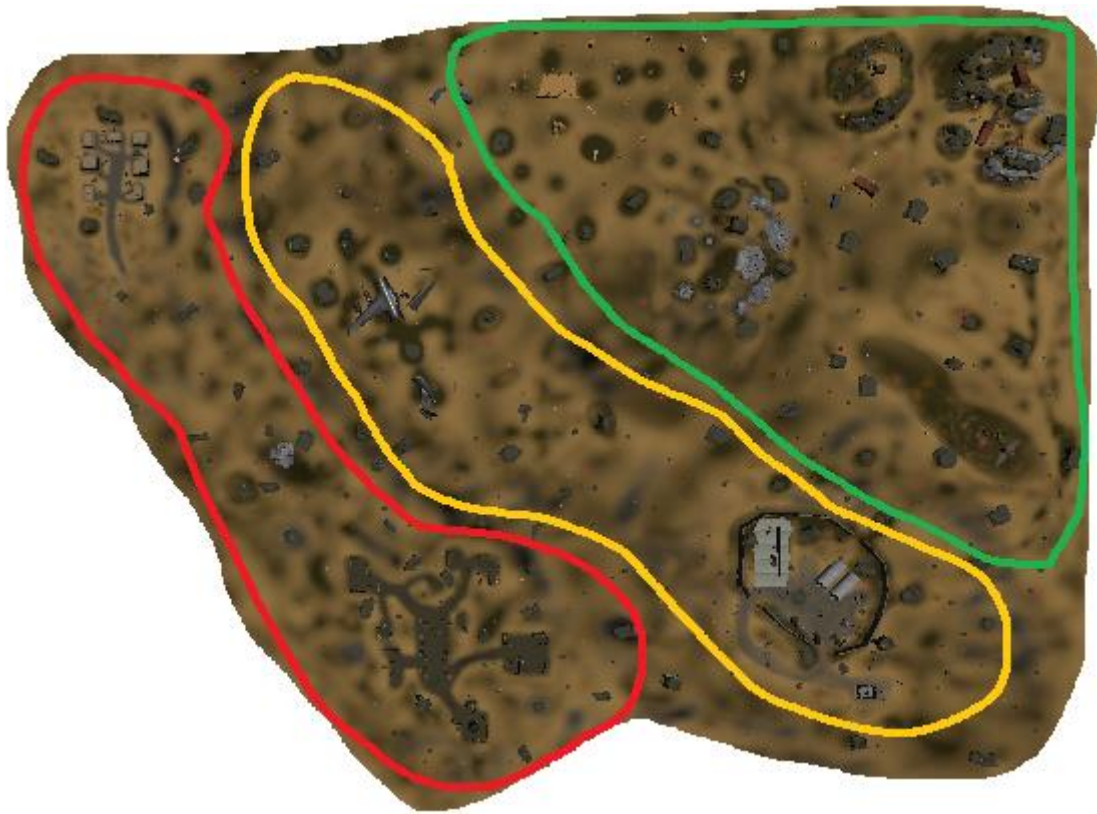
Sunken military base

Sand biome

The map consists of the following locations:

- Underwater ancient city - **Purple**
- Sunken planes - **Brown**
- Sunken containers in a coral reef - **Green**
- Underwater caves – **Dark Blue**
- Sunken military base - **Blue**
- Sand biome – **Yellow**

The whole map is divided into 3 regions:
- Green 0-100 m depth
- Yellow 100-150 m depth
- Red 150+ m depth

The entire playing field is divided into:
- Locations with points of interest and unique loot.
- Air cylinders - appear at random points on the map and allow you to extend your underwater swimming by adding 30s to the oxygen timer.
- Bottles with a treasure map - appear at random points on the map and give the player a map that leads to a treasure randomly buried on the map.
- Random trash - sometimes falls from the surface of the water to the bottom.
- Sharks - patrol locations and complicate the player's exploration of the world.

Items to upgrade in the shop

Flippers - increase the character's swimming speed

Air tank - increases the duration of one swim

Backpack - increases the character's carrying capacity

Crane - allows the player to lift special heavy objects with a crane

Suit - allows the player to dive to greater depths

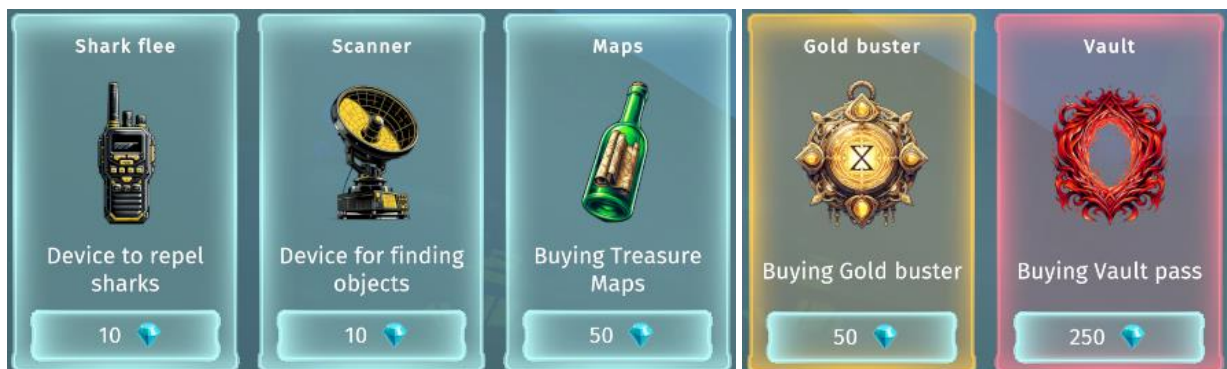| Fins ?	Tank ?	Bag ?	Crane ?	Suit ?
Lvl 0	Lvl 0	Lvl 0	Lvl 0	Lvl 0
Speed 0	Capacity 0	Max. weight 0	Max weight 0	Max. depth 0
0	0	0	0	0

Items – consumables

Shark Flee - a consumable item that scares away a shark attacking you.

Scanner - illuminates objects with rays to make them easier to find.

Map - gives the player one treasure map

Gold Booster - increases the amount of gold the player receives by 1.5 times per game.

Treasury - creates a portal to the treasury, in which the player receives from 150,000 to 250,000 gold.

Shark flee	Scanner	Maps	Gold buster	Vault
Device to repel sharks	Device for finding objects	Buying Treasure Maps	Buying Gold buster	Buying Vault pass
10	10	50	50	250

UI

1 - Character control joysticks - movements in space and head movement

2 - Pause button

3 - Character backpack menu displaying the weight of picked up items and the cost of picked up items

4 - Compass with important location marks

5 - Premium store call button to any point on the map

6 - Window with the amount of player currency and the ability to buy currency.

7 - Premium store opening window

8 - Scanner - when pressed, highlights nearby items

9 - Buttons for lifting the character vertically up or lowering vertically down

10 - Amount of remaining air

11 - Shark repellent - when pressed, repels one nearby shark.

12 - Depth meter - shows the depth at which the character is located

Game loop and features

Each session begins with the starting point in the Sunken containers in a coral reef location.

At the beginning of the session, the player receives the maximum oxygen supply, which depends on the level of the cylinder upgrade in the store.

The balance of tools and loot suggests optimal passage and exploration of locations by the player.

In the future development of the game, it is expected to be saturated with content and features.

Example of features that can be laid down in the first iterations:

1. Map expansion - map expansion is possible due to the addition of new locations.
2. New opponents - stingrays, urchin fish, eels.
3. Underwater hunting - adding the ability to hunt rare fish. When you hit a fish, a quick time event begins on the screen with a mini-game.

The plot of the video for tests

General plot points that are demonstrated during the sequential passage:

1. Effective route selection for collecting trophies and avoiding encounters with a shark;
2. Collecting gold and searching for treasures;
3. Meeting a shark - defeat and the end of the swim;
4. Scaring away sharks with a consumable item;
5. Reaching a checkpoint - handing in the collected items to the store and receiving a reward.

Monetization

The main monetization is ads that you can watch to get free diamonds.
It is also possible to buy in-game currency in the premium store.

Stohov Volodymyr.