**Player Features**

1. Movement
2. Grab
3. Push
4. Animations
5. Camera

**Enemy Feautures**

1. Movement
2. Evolvement (with depth)
3. Pursue
4. Shoot Protectile
5. Fishbait

**Enviroment**

1. Sea Currents
2. Objects (weight, sinkingSpeed, …)

**Others**

1. Protectile
2. Boosts
3. Win Condition

Push

Grab

Player

**Enemy Timeline**

|  |  |
| --- | --- |
| Depth | Type |
| 0-300 | Boat |
| 300-700 | Divers |
| 700-1200 | Submarine |
| 1200 | PLAYER WIN |