Starfish Studios

Just Fishing

Request for Proposal

Version 1.0

Document History

Version	When	Who	What
1.0	2/6/26	Danny Guo	Intended Users
1.0	2/9/26	Saif Badwan	Project Schedule
1.0	2/13/26	Fernando Sotelo	Problem Description
1.0	2/13/26	Isabella Evans	Project Objectives
1.0	2/13/26	Johnny Van Vliet	Current Systems
1.0	2/13/26	Gabe Ariz	Known Constraints
1.0	2/13/26	Kade McRae	Known Interactions

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1.0 Problem description / opportunity / expression of need

The intended goal of this project is to create a single player survival game called *Just Fishing* in which our main character “Nikolai”, who to support his family is tasked with fishing in the cold and cruel seas of Soviet Russia. While at sea, Nikolai encounters all kinds of creatures. Some of these creatures the party finds more valuable than others. However, the party only pays Nikolai scraps. As a result, Nikolai is forced to make tough decisions that dramatically impact the safety and wellbeing of his family. We believe that there is a market and high profit potential for this game because of the virality of other games of a similar format such as Papers, please ®, Stardew Valley ®, and 60 seconds ®.

2.0 Project Objectives

The objective is to create a survival fishing game, that takes place during the Soviet Union. This game will be generated using a series of procedures to create a unique day-to-day experience, with different upgrades, fish, and life events, that can run without an end.

This game should include:

Player
- Cast lure into the sea
- Control lure in the sea to hook onto fish
- Interact with NPCs (dialogue)
- Move on the boat
- Keep stats on fishing rates/money

NPCs (non-player characters)
- Keep stats on health/hunger
- Interact with user (dialogue)

Store
- Sell items in their inventory for money
- Purchase upgrades

Paycheck Allocator Tool
- Allocate money to go towards bills

Fish Catalogue
- Log each fish caught by user
- Give achievements to user depending on fish catalogue

Fish

- Generate in game
- Ability to pull back against fishing line
- Can drop special items upon being caught by user

Audio

- Background music associated with the scene/level
- Sound effects of specific actions: walking, fishing, etc.
- Compressed to minimize time spent loading game
- Can be turned on/off

Menu/UI

- Initiate a new/load game menu
- Able to handle three new/load games in saved slots
- Help/Settings screen can be activated to pause game
- Money and special items HUD
- Ability to turn audio on/off

Days (Levels)

- Increase time as the day progresses
- Increase difficulty as the game goes on
- Populate scenes/ocean with fish and special items

Tutorial

- Start tutorial
- Complete step of tutorial

Save/Load

- Save game with current progress in a save slot
- Load game from the main menu from saved slot

3.0 Current system(s) – if any / similar systems

No systems currently available will be directly used by Starfish Studios. However, there are several elements of our system that will have similarities with other systems.

The Legend of Zelda: Phantom Hourglass is a video game for the Nintendo DS developed by Nintendo. The objective of the game is to lead your ship, the S.S. Linebeck, to dungeons to collect fairies which can lead you to the princess who needs saving. Within the game, there is a minigame that involves dropping a Salvage Arm down into the ocean and collecting treasure at the ocean floor. The player controls the Salvage Arm as it descends and must avoid enemies called Octomines, which explode when touched and oftentimes move up/down or side-to-side in a predictable pattern, as well as rock outcroppings. Once the floor is reached and the treasure is obtained, the hook has to be pulled up by the player. The Salvage Arm has a limited amount of health and needs to be repaired at the Shipyard for a fee.

Treasure Cove is an arcade game developed by Universal Space. The objective of the game is to catch as many fish as you can within a certain time limit. Fish are caught by pressing a button to drop a hook and spinning a proprietary reel controller to drop the hook into the water. Each fish has a certain point value, with more valuable fish being closer to the bottom of the sea. However, only one fish can be caught at a time, at which point the hook has to be reeled back into the boat and the fish collected. There are also special items which can be collected for extra points or special events, such as a battle with a ghost ship where the player controls a cannon instead of a fishing rod.

Five Nights at Freddy's: Sister Location is an indie horror game developed by Scott Cawthon. The game follows a linear story that is split into five separate nights. On the second night, the player character is forced to hold his own against a possessed animatronic named Funtime Freddy while rebooting the power. Throughout the stage, there is a risk bar that goes up and down depending on how close Funtime Freddy is to killing the player.

Stardew Valley is an indie story-driven farming simulator developed by ConcernedApe. The base objective of the game is to run a successful farm while building and maintaining relationships with the townspeople. One of the activities the player character can do is fishing. When the player holds the fishing rod and holds down a button, a bar appears that goes up and down so long as it's held. The higher the bar is, the further the fishing line goes.

Pokémon Emerald is a game developed by GameFreak. The objective of the game is to catch as many creatures called Pokémon as possible and battle them with other Pokémon to level up and become stronger. In *Pokémon Emerald*, there is a specific style of dialogue box for when the player character interacts with an NPC/interactible object. Instead of showing up as a speech bubble or box adjacent to the NPC, it appears at the bottom of the screen. This style of dialogue box is commonly seen in *Pokémon* games throughout the series, as well as many of Nintendo's other flagship series such as *The Legend of Zelda* and *Super Mario Bros.* Additionally, when each Pokémon is caught, the system checks if another Pokémon of the same species has been caught before. If it hasn’t, an animation plays and the species gets added to the Pokédex, which is a bestiary of Pokémon that contain the species’ basic descriptions and attributes.

60 Seconds is an indie survival game developed by Robot Gentleman. The objective of the game is to survive a nuclear attack by gathering materials from your house 60 seconds before the blast, then using those resources to survive in the bomb shelter located underneath your house. Each day, resources such as food, water, and first aid supplies must be allocated to each member of the family. Without adequate resources, family members can get hurt, sick, leave, or even die.

4.0 Intended users and their basic interaction with the system

Users:

1. Video Game Enthusiasts
2. Software Engineering Classmates
3. University of Idaho Students

User Interaction:

1. Keyboard input to control the fishing hook as it moves deeper into the water
2. Mouse input to reel fish by keeping a bar in the green zone
3. Survive each day by getting enough fish to sell for money
4. Discover the different kinds of fish species

5.0 Known interactions with other systems within or outside of the client organization.

Unity:

- Game engine used for development of game
- Can collect analytical data for game crashes

Itch.io:

- Storefront used for distribution of game
- Provides user reviews for feedback of game

6.0 Known constraints to development

1: Time constraints: We must set hard deadlines for out parts of the project and try out best to not go over those dates so we can get everything done. This can especially be tough when we have to also manage courses we are taking, with lots of them demanding a lot of time with projects.

2: Team Availability: Since all of us working on this project are students, we have obligations for classes other than this course. Our collaboration efforts could be impacted to having to deal with other courses or outside activities, such as a club activity or a sport.

3: Experience: A lot of courses at University of Idaho do their coursework in C/C++, so a portion of us are not too familiar with C#. We also are not very familiar with Unity, which has a lot of its own unique features and that can be confusing, which ends up with someone watching a lot of tutorials online.

7.0 Project Schedule

This schedule shows how we will finish the game on time. We start by writing down our ideas and making drawings of the boat and fish. Then, we will build the game in Unity, test it to make sure the fishing feels right, and show the final version to the class in May.

February: Planning the Game

- Feb 14: Turn in the Group RFP.
- Feb 15: Turn in the Individual Champion assignment.
- Feb 16: Finish the Storyboard to show the boat and how the camera moves.
- Feb 24: Give the Software Architect group presentation.
- Feb 25: Finish the Class and Sequence diagrams to show how fish are caught.
- Feb 26: Turn in the first status report.

March: Building and Testing

- Mar 5: Turn in the second status report.
- Mar 10: Watch the Unity testing video to learn how to find bugs.
- Mar 12: Midterm (The basic fishing and boat movement should work).
- Mar 19: Turn in the Test Plan (Testing how hard the fish pull).

- Mar 21: Show the game demo in class to the teacher.
- Mar 24: Turn in the third status report.

April: Fixing Problems and Finishing Touches

- Apr 7: Turn in the fourth status report.
- Apr 9: Finish the Version Control video.
- Apr 16: Turn in the fifth status report (The days difficulty should be finished).
- Apr 19: Take the Oral Exam.
- Apr 26: Turn in the Post Mortem (Writing about what we learned).
- Apr 30: Finish the Ethics assignment and Midterm Part 2.

May: Final Demo

- May 5: Finish the Pair Programming assignment.
- May 7: Final Game Demo (Show the full Just Fishing game to the class).

8.0 Glossary of terms

1- **Active Reel:** The control system used to bring a fish back to the boat once it has been hooked. This usually involves a specific button press or key hold that fights against the fish’s movement.

2- **Repository:** A storage system designed to manage source code