In this project, our sharks purpose is to eat all the healthy fishes and avoid all the poisoned small & big fishes.

General rules of the game:

- Helping children to understand the difference in between poisonous fish and healthy fish, I have used red and green point light.
- Shark can easily control by A-S-D-W keys.
- Shark Starts with 100 health.
- When our health reduces to 0   Game over!
- Big- Poisoned Fish causes 20 points of damage
- Small- Poisoned Fish causes 10 points of damage
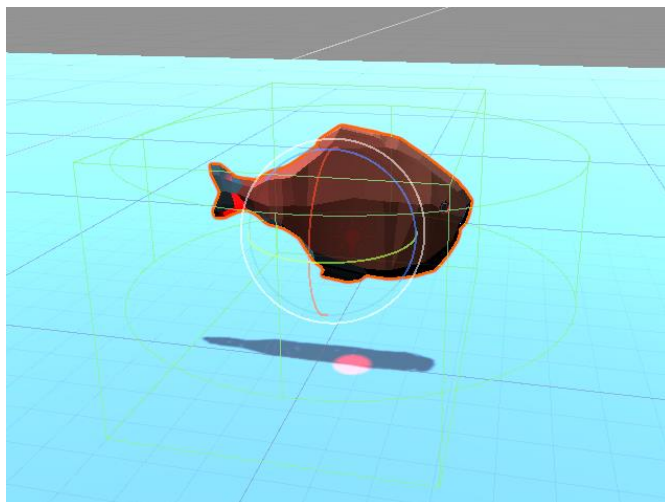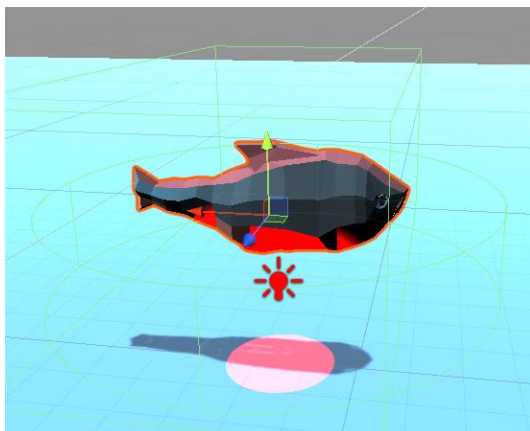- Healthy causes 10 points of health.

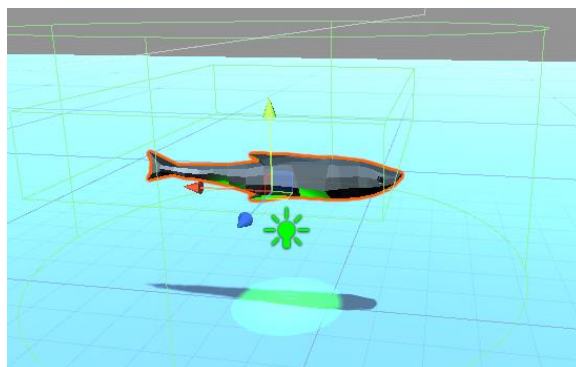Game General Layout:
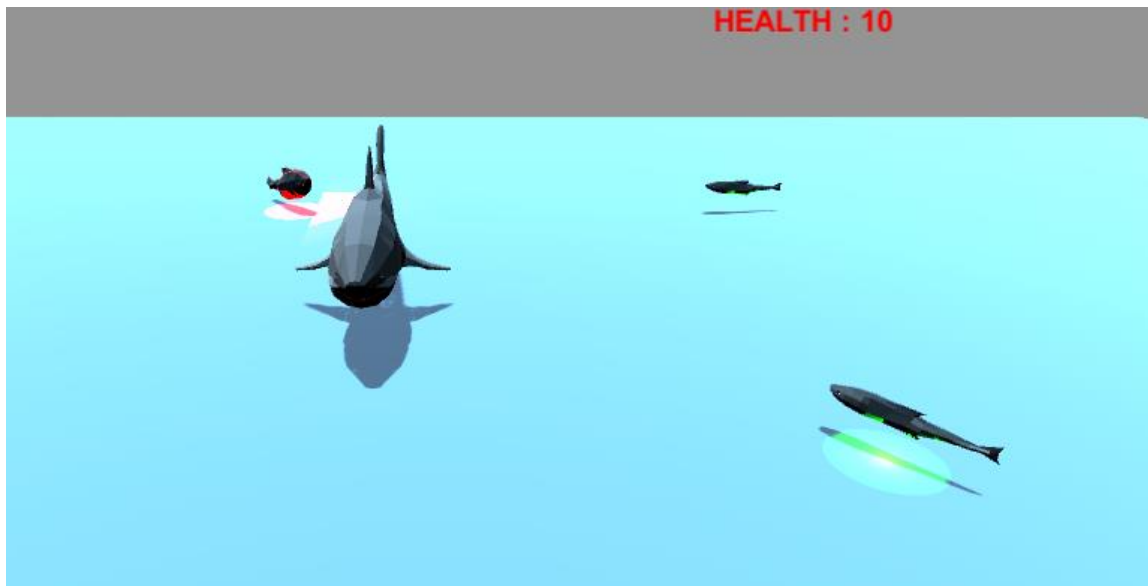
Shark:
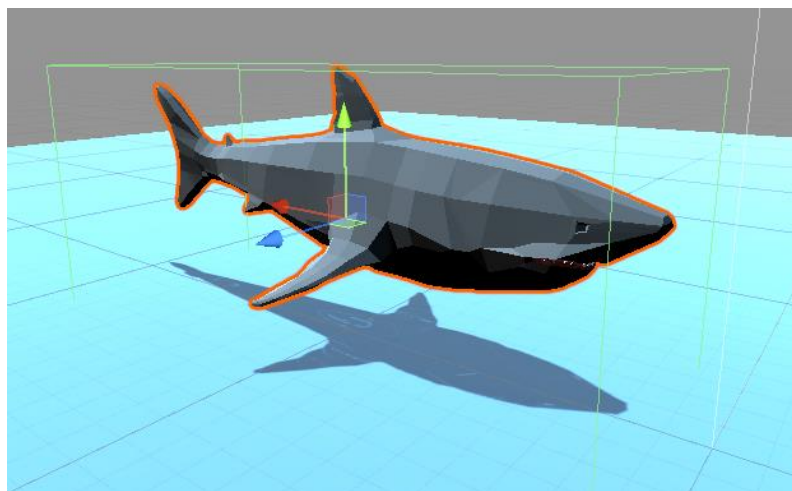
Big-Poisoned-Fish:

Small-Poisoned-Fish:

Health-Fish:

Game Over Screen:

Most Challenging Problem of the Game:

Problem:

Random Movement of the Fishes.

Solutions:

The fishes inside the game need an AI to wander around. For this problem, I have used Navigation Agent and created 5 positions. Our fishes randomly choose one of those positions and goes toward there until arrives. After arriving that position, again choose another position randomly. With that solution our fishes behave as wandering around.

Further Development:

Sounds that should be added:

- Eating Sound.
- Swimming Sound.
- Ocean's Sound.

Animations that should be added:

- Swimming Animation.
- Eating Animation.