Fishing Game

**Summary**

A game based around fishing for resources to progress character stats and gear. Gameplay includes fishing itself, combat, and city building. Possible additional gameplay includes dating sim and tavern lmao

**Setting**

Island town with caves that include monsters, ponds and lakes in the interior of the island, ocean surrounding the entire island.

**Format**

3rd person camera, single player

**Genre**

Fantasy/RPG

**Style**

3D Low-poly, HD lighting

**Mechanics**

**Objective**

The player primarily utilizes fishing to obtain gear and resources. Gear and resources are used to upgrade player gear or the town. Player can engage in combat to level up stats. Skill tree may be included. Upgrades are highly suggested to take on stronger foes, but not entirely necessary. Goal is content completion for now, possible story added later.

**Fishing**

Player starts with old rod with base fishing power and luck. Possible 3rd fishing stat to create stat triangle. Player gear such as fishing rods, armor, and charms determine stat change. Possible fishing skill tree. Fish caught depends on location in game, time of day, and fishing power, possibly weather. Luck determines how often player encounters certain fish. Chests may be caught at a low rate to receive currency or gear. Player can sell fish obtained to merchants in town in exchange for currency. First fishing method to be implemented will be rod fishing. Other possible methods may include hand, net, lobster pot, harpoon, bomb? Fishing experience may increase hits on line.

**Obtaining Gear**

Players can obtain gear in two fashions: purchasing from the town or from fishing loot chests. Loot from chests will have a chance to spawn gear with minor stat modifiers, gear purchased from the town will never have a chance to have modifiers.

**Fishing Crafting (TBD)**

The player will have the option to combine fish to obtain gear. This may include upgrading existing gear by attaching craftable fish to gear pieces at some sort of crafting interface.

**Combat**

The player is encouraged to obtain gear to be able to fight efficiently. The player may take on monsters that reside in the caves on the island. Monsters can drop trophies or currency. Trophies can be placed in the town to flex.

Chef to cook fish for temporary buffs?