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 standard fishing power, luck, and experience. Fishing power determines which species of fish the player can encounter. Luck determines the rate at which the player encounters certain fish; higher luck means increased chance to encounter rare fish. Fishing experience increases the rate at which you obtain hits on your line. 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. 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?

**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.

**Temporary Boosts**

The town is home to many strange inhabitants, one of which is a shady chef to cook fish for temporary buffs. The player can exchange certain fish to create dishes which the player can consume at any time to gain a temporary increase in stats such as speed, damage, defense, fishing stats, and others. The player will only be able to carry one of each buff at a time, meaning one single consumable of one type allowed per inventory at any given time, but able to carry an assortment of different buffs.