# Introduction

## Overview of the game concept and its objective.

* Play as a fish in a 3D pool, eating and growing. The game complete after consuming an amount of food.

## Target audience and intended platform(s).

* Audience: Kids above 12+
* Platform: Android/Windows/Web

# Gameplay Mechanics

## Fish Growth and Survival:

## Players control a small fish and must eat smaller creatures to grow in size and survive in the underwater environment.

## Food Chain:

## Implement a food chain system where players start as a small fish and progress through different stages by consuming smaller fish and avoiding larger predators.

## Predator-Prey Interaction:

## Create an ecosystem where players encounter various predators and prey with distinct behaviors. Players must strategize to avoid predators while hunting smaller fish.

# Game Design

* + High-level description of the game mechanics, gameplay loop, and progression.
  + Visual style, art direction, and audio considerations.
  + Level design and progression structure.

Class Diagram

# User Interface

## Menu screen

## Fish customization screen

## Main gameplay screen