

Request for Changes to Little Fish Big Pond Application

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1.0 Introduction

This document is in response to the demonstration of the 'Little Fish Big Pond' application delivered by Big Games Inc. There are five changes that we are requesting be made to the requirements document for the application 'Little Fish Big Pond'. This document will discuss in detail the following changes; the addition of background music and sound effects, a clear way to identify which fish corresponds to which player, adding a four player mode, improving rock movement, and adding static obstacles to the map. Each change is described in further detail in the following section and respective subsections.

2.0 Changes requested

Each of the subsections below discusses one of the changes that we wish to be made to the Requirement Document provided by Big Games Inc.

2.1 Addition of Music and Sound Effects

The first change that this document discusses is adding background music and sound effects to the gameplay. In order to immerse the team more in the game, background music and sound effects are requested. This should include general background music while the game is being played and specific sound effects for when an obstacle is bumped into or a shark is hit by the rock.

2.2 Clear Fish Identification

This change is requested as currently it is difficult to distinguish which fish on the screen belongs to which player. We do not really care how clear identification is implemented; however, it must be implemented in the next version of the application.

2.3 Four Player Mode

Over the course of this project, Pelican Investments has greatly grown in size. Due to this growth a change in the requirements is also being requested. The growth in size and thus the growth in each team size has required us to change the requirement of the number of players from two to four for the multiplayer portion. Adding this increased team size will allow us to engage with more team members in a more efficient manner.

2.4 Improve Rock movement

As shown in the demonstration, the players manipulate a rock attached by strings attached to each of the players in order to defeat the sharks. The issue currently is that The Rock does not move in a predictable way and is not moving smoothly in relation to where the fish currently are on the screen. This change requests that the way the rock moves is updated to better reflect the position of the players on the screen. By implementing this change gameplay will be smoother and provide a better team building experience.

2.5 Static Obstacles

Due to the limited environment generated, currently a background with sharks, static obstacles are being requested to be added to the design to further develop the immersiveness of the application. These obstacles should influence how the player plays the game by not letting the player move through them. however the player should not lose anything if they crash into said obstacles. These obstacles are intended to add another level of strategy to the application, however, they are not intended to make the game more stressful. The obstacles should be fun environmental aspects that you would find in the ocean such as kelp, reefs, and Islands.

3.0 Summary

This document has discussed the changes that should be made to the requirements document after viewing the demonstration provided by Big Games Inc of the 'Little Fish Big Pond' application.

4.0 References

"Requirements Document Little Fish Big Pond", Author Big Games Inc.. Accessed Mar 30 2023