GAME NAME:

MY LITTLE FISH TANK

TEAM NAME:

UNORTHODOX

TEAM MEMBERS: Jordana Haggard, Patriel Stapleton, Katie Syron, Qingyu Cao, Deandra Brown, Jailyn Van Horn, Erica Hetrick

WHY OUR GAME IS COOL:

The Fish Tank simulator is meant to inspire a childhood nostalgia of the fun of owning a fish tank. The game allows the player to maintain this little ecosystem and buy fish and decorations for the tank.

They must navigate to the pet store where they will purchase fish to include in their fish tank. Over time, as fish mature, they may increase in value and therefore, can be sold at a profit. As the player progresses and completes achievements they can increase their proficiency level which will allow them to unlock more exotic fish/decorations. Upon earning money they can unlock new items from the pet store that they are able to buy and earn achievements for milestones.
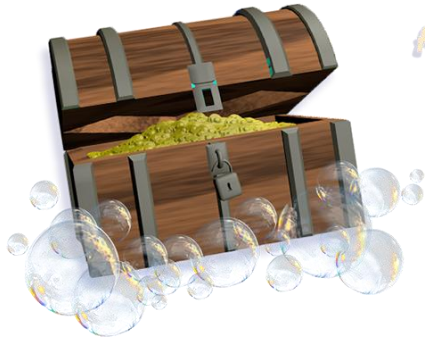
WHAT OUR GAME LOOKS LIKE:

The player enters a 3D fish tank environment. Here they have a UI with a goals list, achievement bar and a wallet with a button to the store. The store displays a scrolling list of items they can purchase, fish and tank accessories. Fish vary in price, based on their appearance and size.

Main Fish Tank Environment
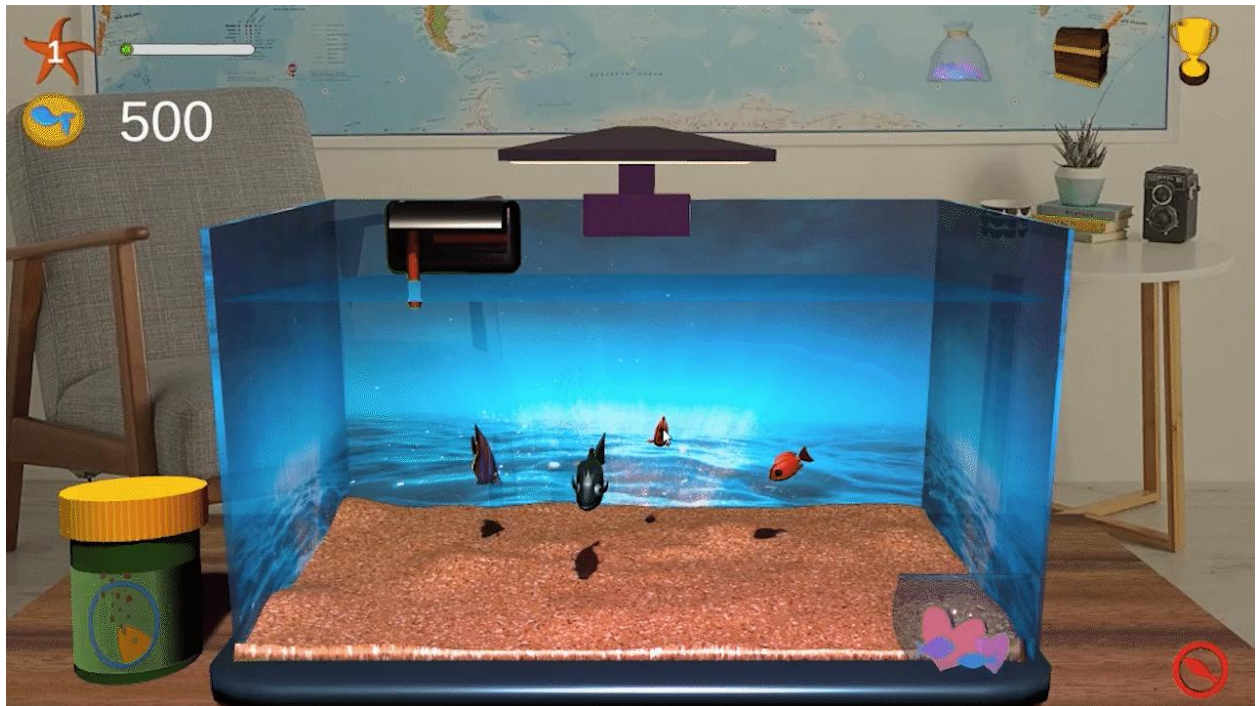
The Team

Art, Design, & Production
Deandra Brown
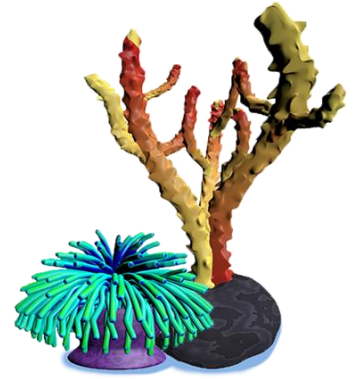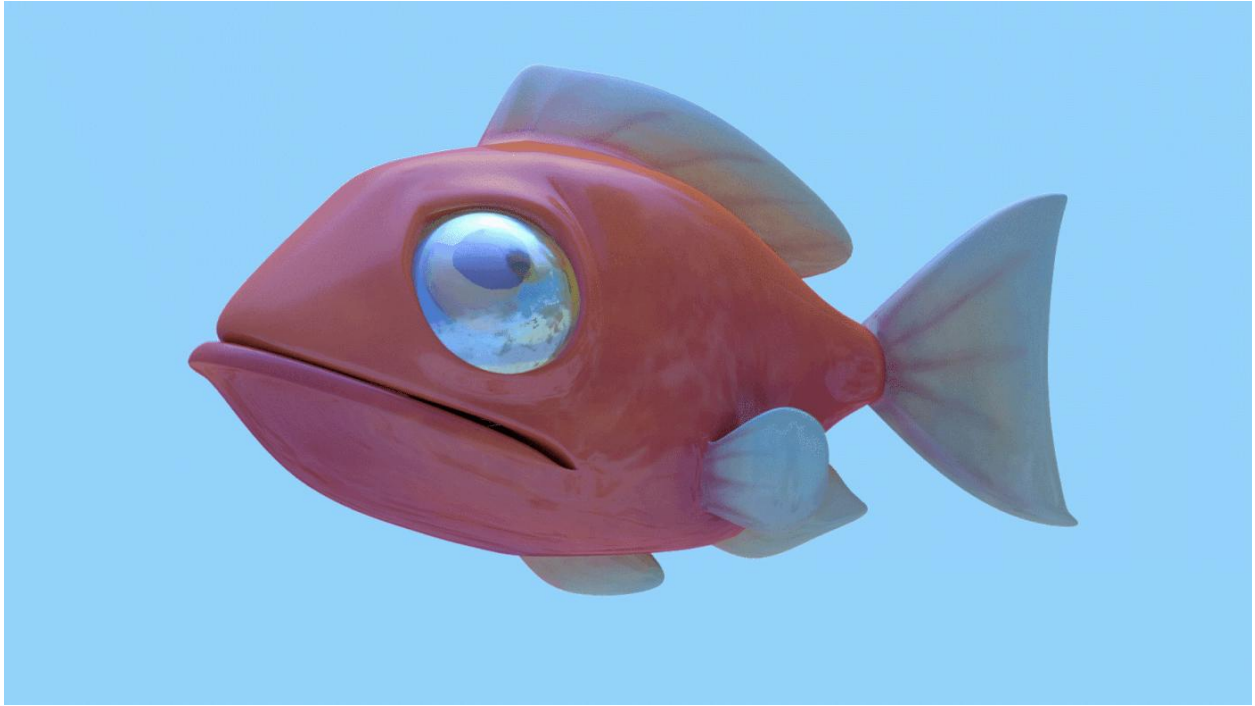Qingyu Cao
Jordana Haggard
Jaylin Van Horn

Programming
Erica Helrick
Patriel Stapleton
Katie Syron

PLAYER:

The player sees the tank through a first person view, navigating scenes, assets, and gameplay with mouse clicks from the UI. They must navigate to the fish store scene where they will purchase fish to include in their fish tank.

Main controllable game assets: individual fish (clickable options), treasure chest (player's inventory/wallet), fish food.
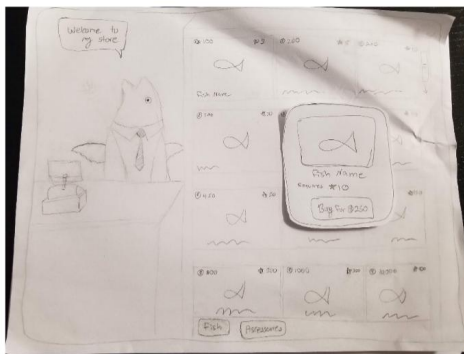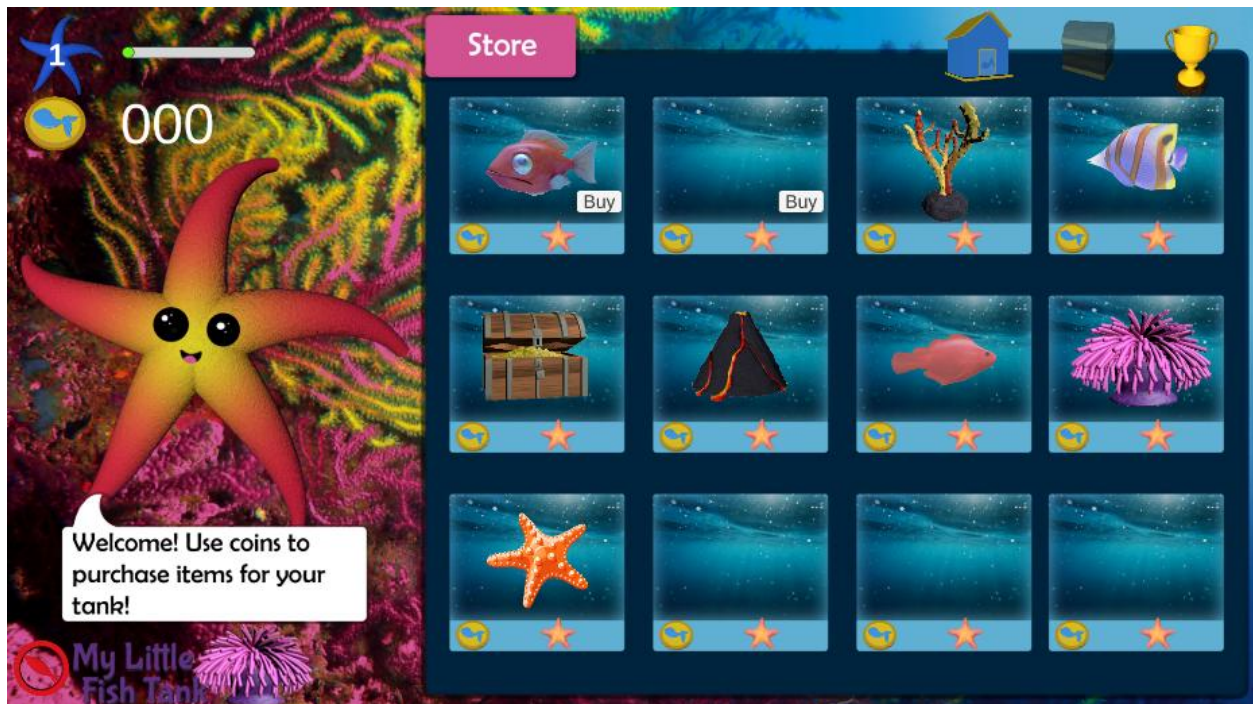
LEVEL MAP:

Regular Fish tank
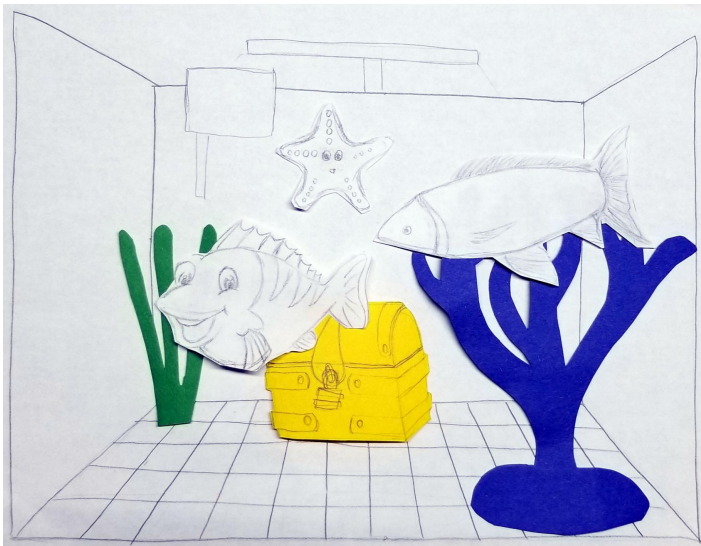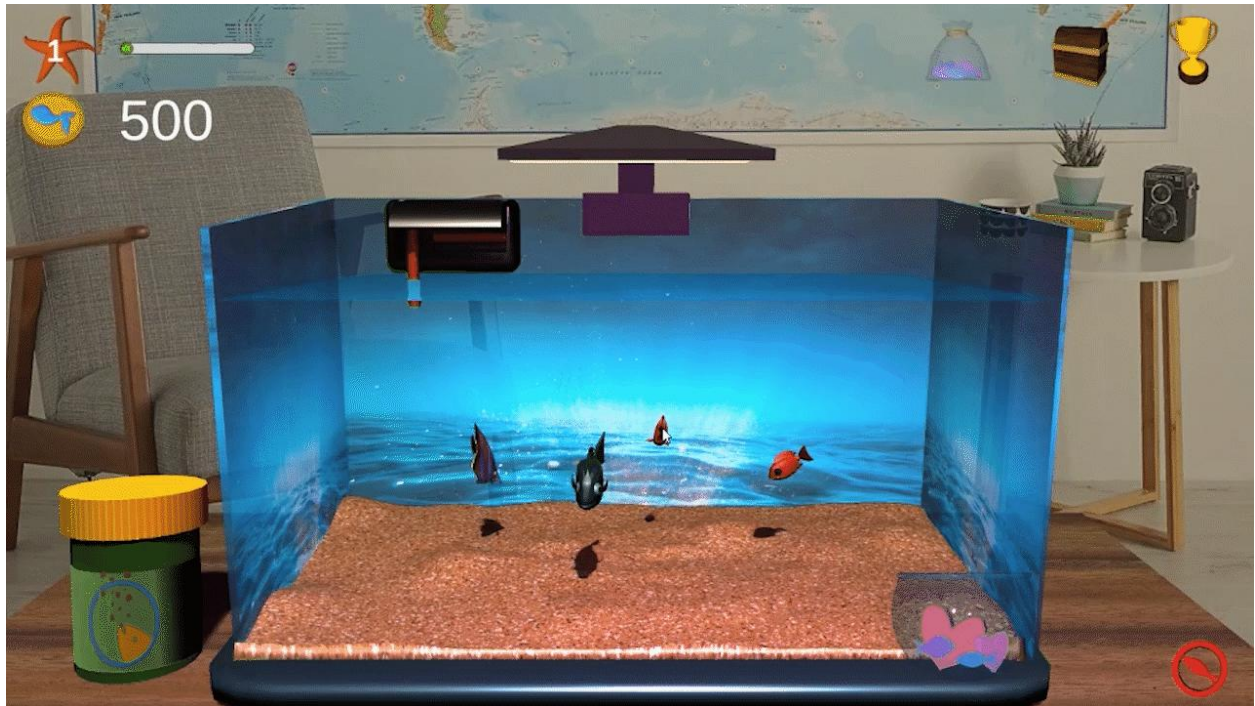
Fish store

KEY FOR MAP:

N/A

CAMERA NOTES:

The main scene will take place in a fish tank, and the camera will be oriented to be at the level of the tank, so the player can peer in and see the contents of the tank. The camera is static, showing the entirety of a scene at all times.

FINAL BUILD:

- Currency system and Proficiency Levels
- UI/buttons
- Store
- Goals/Achievements
- Fish Tank
- Fish Swimming
- Fish & Decorations
- Choose location for décor placement
- Fish drop coins, click the coin to earn money
- Fish food bottle outside the tank

Game Icons:
- Tokens/ coins that player will use for commerce (fish coins)
- Level/points icon is a starfish
- Store icon to get the fish store
- Inventory Icon
- Goals/Achievements Icon
- Proficiency level measured in star(fish)s