

## **Task 1 - Model Answer**

### **Feature Proposal: Diving for Underwater Objects**

Iterations of The Sims already include a variety of ways characters can interact with water, from fishing to swimming. Adding a diving component to the game would provide a new dimension for players to interact with the world. Characters could dive underwater to search for crafting materials or catch underwater sea creatures. Adding this gameplay feature would introduce a new source of crafting materials and provide players with a fresh way to catch fish.

For this feature, characters would be able to approach and dive in natural bodies of water.. The camera would follow player-controlled characters, allowing them to see fish and crafting materials underwater. The player could then steer the Sim to swim toward these items and collect them, or leave the Sim to act autonomously.

Many components of the diving feature could be built on top of existing gameplay systems. The ability to dive for fish, for example, would share some implementation aspects with the existing fishing system, and the ability to collect materials would overlap with other gameplay mechanics like foraging and crafting. The overall diving mechanic could likely be implemented as a new way to interact with bodies of water. The diving mechanic might also share some qualities with the existing swimming mechanic, although the diving mechanic might diverge significantly. For example, movement, camera behavior, and object interaction would likely be different for diving than fishing.

Moving forward with this feature would require a deeper look into how the mechanic would interact with existing game features to ensure the cost is offset by potential player benefits. If implementation proves to be reasonable based on existing game systems, this feature could provide a new avenue for players to interact with the game world, contributing to The Sims' aim of creating an expansive world.