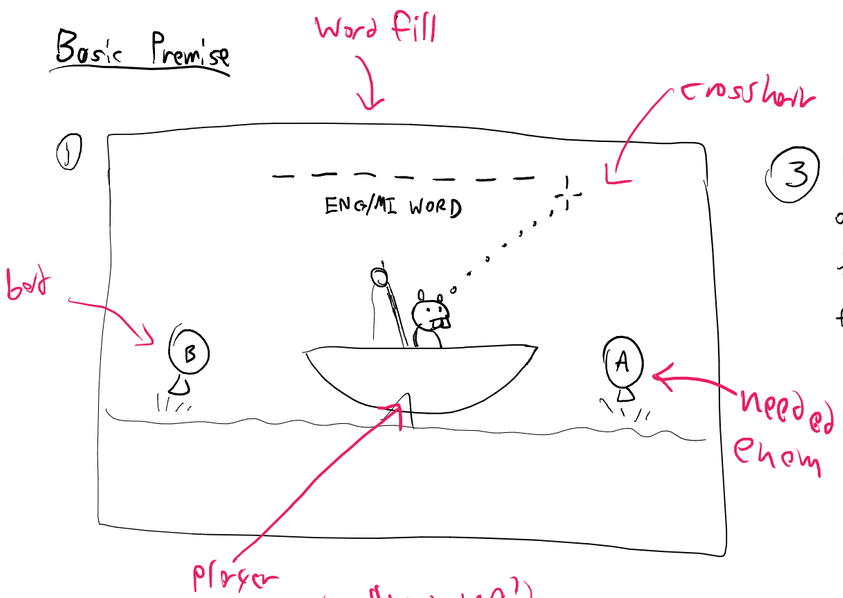
Basic Premise



(3) Player can move left and right only. Player must collide with the fish with the correct letter for the current place in the word. Player can "shoot" (fish, cast-n, etc.) to get rid of fish with the wrong letter. If a wrong letter fish hits the player, they take damage.

(2) Objective: (spelling instead?) (TBD)
Complete the translation for the ENG or MI word displayed at the top of the screen.

Misc Ideas / TBD

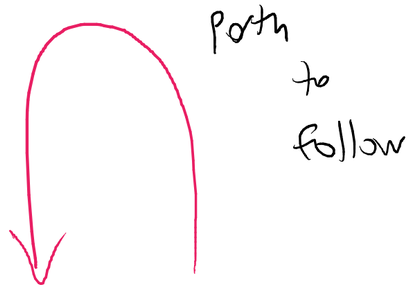
- Coins ?
- Powerups from Shop ? } How do they interact?
- Bonus level between levels instead of its own?
  - Extra bonuses for good score?

Coding Perspective

→ Camera locked to screen
→ slight movement for visual flair?

→ Background and water scroll to give the illusion of constant movement
→ Both scroll at ~~different~~ rates

→ Enemies "jump" on a curve (randomized)



It's a fish

3 options for enemy spawn:

Random:
Enemies spawn at random intervals in random positions

Set:
Enemies spawn on set intervals and set positions

Hybrid:
Self-Explanatory