NMED 3520 Assignment 3 Sketch Ideas

Bubble pop sound effect source: https://www.youtube.com/watch?v=Ge2zHoXskC8

Access denied sound effect source

https://www.youtube.com/watch?v=ls2sdHWlDcU

- Idea: Fishbowl with fun sound effects. Pop bubbles. Release a chest full of bubbles
- Sound design:
  - Each type of thing has its unique sound effect
    - Bubbles have bubble wrap sound effect
    - A chest releases bubbles so lots of bubble wrap sounds
- Game design?
  - Catch as many fish as possible?
  - Make it interactive as possible with many objects to interact with
  - Maybe introduce a time mechanic where the user has got to release as many bubbles as possible in each amount of time?
    - Ready, set, go race system.
    - Different game modes?

- Based on how many bubbles were released have a congratulations screen? Trophy system?
- Accuracy?
  - How accurately you can center each click in the target?
- How to play button giving a tutorial
- What are things in a fish tank?
  - A sunken ship
  - A treasure chest
  - Rocks
  - Clam
  - Pearl
- Due to time limitations, I am unable to add more content to the game that will make the fish bowl more exciting to interactive with. I was originally going to add more interactive objects like a chest that would release a bunch of bubbles or when the user clicks on the pirate ship a horn sound is made and bubbles emerge from the ship.