Plan Description

Group 9

Description: User plays as a fish searching for food within the ocean. Throughout the ocean, there exist exotic fruits which are randomly spread out and bonus rewards in the form of other fishes. Within the area, there exist hidden dangers waiting to harm the fish in the form of sharks, and fishing hooks. While avoiding the dangers of the ocean, the user must collect all the exotic fruits to be allowed to complete the game.

Theme: Underwater scenario located within the ocean.

Main Character: A fish capable of moving in any direction. Controlled by the user through keyboard input.

Enemies:

Moving: Sharks hunt down the main character by tracking and chasing the main character's position constantly.

Punishment (Stationary): Fishing hooks are stationary and takes away points from the main character upon interaction. This punishment only interacts with the main character and only disappears upon interaction with the main character.

Rewards:

Regular: Unique fruits are spread around the entire map. Player must collect all fruits to proceed to the exit.

Bonus: Female fish will periodically appear in random locations within the game. After a short while, the unique fish will disappear.

Barriers: Located within the ocean, both the main character and movable enemies will encounter obstacles in the form of bubbles and rocks which obstruct their path. In addition, there exist more rocks placed on all four sides of the screen, preventing the main character or movable enemies from leaving.

Board: The board uses the barriers to restrict the movement of the main character and enemies. The player originally spawns on the entrance cell, with the exit cell only opening after all regular rewards are collected. Moreover, the board also displays a counter for the current points achieved by the main character, and a counter for the total amount of time spent in the current round of the game.