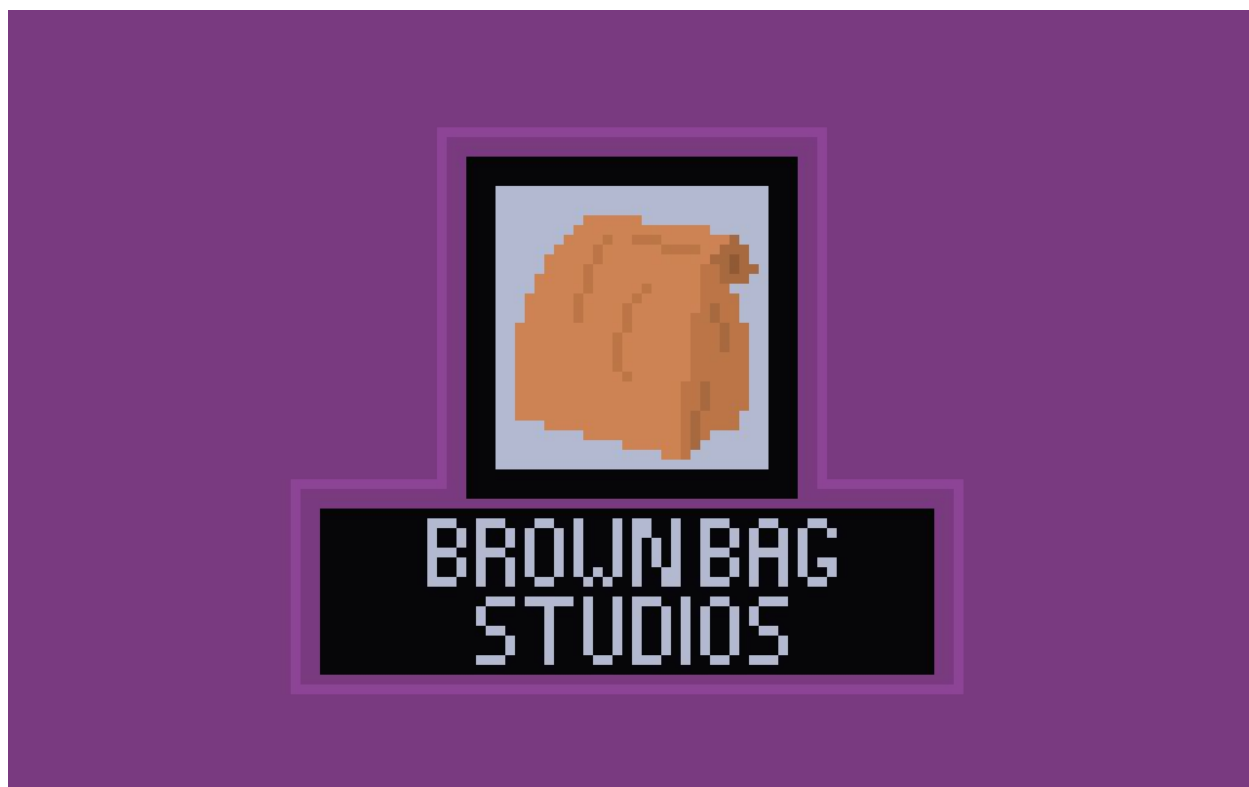*'Do you ever just stare at fish, clouds or just a wall? Well this game is a bit more exciting than that.'* - Jacob Barger

This page: Table of Contents and Team Member Listing

Table of Contents

Game Development Team Members

PRODUCER
Jacob Barger

PRODUCTION MANAGER
Jacob Barger

PRODUCTION COORDINATOR
Jacob Barger

GAME DESIGNERS
Jacob Barger

SYSTEMS/IT COORDINATOR
Jacob Barger

PROGRAMMERS
Jacob Barger

TECHNICAL ARTISTS
Jacob Barger

AUDIO ENGINEERS
Jacob Barger

UX TESTERS
Jacob Barger

1 Game Overview

Title: Fish Watching Simulator
Platform: PC, Mobile
Genre: Interactive visuals
Rating: (10+) ESRB
Target: Casual gamer (aging from 12 - 30)
Release date: April, 2022
Publisher: Brown Bag Studios

Description: Fish Watching Simulator allows you to observe the natural wonders of fish behavior without the hazards or hassles of going outside or owning fish.You can feed them and watch them flock to the food while performing three various tasks. The fish can lazily swim around the tank, follow a circular path around the tank, or follow a leader around the tank.

2 High Concept

The game allows the player to observe fish, feed them, and alter their behavior by selecting one of three different modes.

3 Unique Selling Points

1. Fish
2. Observation

4 Platform Minimum Requirements

Nvidia Geforce 940m or Equivalent
Intel i5 or Equivalent
4GB of RAM
XGB of Disk space

5 Competitors / Similar Titles

1. Feed and Grow: Fish

6 Synopsis

Watch fish and modify their behavior

7 Game Objectives

Watch the fish and modify their behavior in the tank. Enjoy the movement.

8 Game Rules

Enjoy the calming movements and win. Grow bored and lose.

9 Game Structure

Fish Simulator consists of a main menu and single level with a tank of simulated fish.

Main Menu → Level 1

10 Game Play

10.1 Game Controls

Right Click - interact with all buttons in the game

10.2 Game Camera

The Game Camera is static

10.2.1 HUD

      The HUD consists of five buttons. Three buttons on the right of the screen control the base behavior of the fish. One in the middle spawns a food pellet for the fish to flock to. One on the right exits the game.

10.2.2 Maps

11 Players

Fish Watching Simulator does not include other Player Characters

12 Player Line-up

Fish Watching Simulator does not include other Player Characters

13 NPC

Fish

14 Art

14.1 Setting

The game takes place in an empty room with a single fish tank.

14.2 Level Design

The levels consist of a single fish tank with translucent sides and top, populated with a group of fish.

14.3 Audio

Fish Watching Simulator currently has no audio.

15 Procedurally Generated Content

Fish Watching Simulator does not include Procedurally Generated Content at this time

15.1 Minimum Viable Product (MPV)

One level with observable and interactable fish
Three base behaviors to control and one additional behavior to add
Built for PC platform

16 Networking

Fish watching simulator will also feature a networked multiplayer mode where players can enjoy fish together. This will be implemented with the Photon networking system available on the unity asset store. The system is relatively simple to implement, and works well for a project like this. The quick start guide available on the photon website allows developers to quickly implement a simple solution that can be iterated upon later. According to the photon website, the system has ~ 200 msg / room / s and can handle 2000 - 3000 CCU per server in a standard configuration. Because we are going for a maximum of 4 users per room, this will be more than enough, and photon will provide a good system for Fish Watching Simulator's networked multiplayer

17 Wish List

More levels
Scenery in the tank
Allow the player to be in the tank
More behaviors and interactions