Fish Watching Simulator GDD



***‘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  [1 Game Overview](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [2 High Concept](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [3 Unique Selling Points](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [4 Platform Minimum Requirements](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [5 Competitors / Similar Titles](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [6 Synopsis](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [7 Game Objectives](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [8 Game Rules](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [9 Game Structure](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [10 Game Play](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [10.1 Game Controls](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [10.2 Game Camera](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [10.2.1 HUD](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [10.2.2 Maps](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [11 Players](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [11.1 Characters](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [11.2 Metrics](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [11.3 States](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [11.4 Weapons](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [12 Player Line-up](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [13 NPC](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [13.1 Enemies](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [13.1.1 Enemy States](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [13.1.2 Enemy Spawn Points](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [13.2 Allies / Companions](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [13.2.1 Ally States](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [13.2.2 Ally Spawn Points](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [14 Art](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [14.1 Setting](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [14.2 Level Design](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [14.3 Audio](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [15 Procedurally Generated Content](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [15.1 Minimum Viable Product (MPV)](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)  [16 Wish List](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel#)   |  | | --- | |  | | 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 Wish List

More levels

Scenery in the tank

Allow the player to be in the tank

More behaviors and interactions