

Corporate Fisher
By
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Pitch:

Corporate Fisher is a life-simulator game in which the player is tasked with catching fish to escape their 9-5 cycle.

Setting:

The game is set in a sprawling city where corporate workers live in an endless cycle of emails, meetings, and deadlines. Just beyond the city, a vast ocean hides mysterious fish that are rumored to be worth fortunes. The player inherits an old fishing rod from their family and embarks on a journey to uncover the secrets of the deep while trying to break free from their daily routine.

Game Components:

Objects:

- Player character (A corporate worker turned fisherman)
- Fishing rod (Upgradable)
- Fishing line & reel (Can snap if tension is too high)
- Bait & lures (Different types attract different fish)
- Fish (Varied species with different behaviors & values)
- Boat (Upgradable for better fishing spots)
- Water (Dynamic with different fishing locations)
- Market vendor (Buys fish for varying prices)
- Weather system (Affects fish behavior)
- News reports (Hints at strange ocean events)
- GUI Elements:
 - Energy bar (Represents exhaustion from work/fishing)
 - Fishing tension meter (Indicates risk of line snapping)
 - Money counter (Tracks progress toward quitting)
 - Time of day display (Balances work and fishing)
 - Inventory menu (Shows collected fish, bait, tools)

Attributes:

- Position of player (city/work/ocean)
- Energy level (Depletes from work and fishing, recovers with rest)
- Money earned (From selling fish, work paycheck)
- Fishing skill level (Improves with experience, unlocks new techniques)
- Fish rarity (Common, rare, legendary)

- Fishing rod durability (Can break if overused)
- Market demand for fish (Fluctuates daily)
- Weather conditions (Affects fish spawn rates)

Relationships:

- When the player works too much, energy depletes, making fishing harder.
- When the player catches a rare fish, they can sell it for a high price.
- When fishing line tension exceeds a limit, the line breaks, losing the fish.
- When the player's money reaches a certain goal, they can quit their job.
- When the player uses better fishing tools, they have a higher chance of catching rare fish.
- When the weather is stormy, fishing becomes harder, but rare fish appear more often.

Game Mechanics:

Corporate Fisher has its main focus on the player catching and selling fish. Fishing requires players to choose bait, cast their line, and manage tension as they reel in different fish. Some fish will be easy to catch, while others require skill, patience, and upgraded gear. The player can explore different fishing spots, from polluted city docks to open sea locations where the most mysterious fish appear. The ultimate goal is to make enough money from fishing to leave the corporate world behind.

Division of Labor:

Jerold Manansala: UI, Player design, assets

Eric Shen: Gameplay mechanics, controls, testing