

WEIRD FISHES

The premise of this game Weird Fishes, a game created by my and the game development team I.S.O.D (Impending Sense of Doom) that I led within the Game Development Club at school, was to capture, well, weird fishes. The game has you explore a stretch of water with a time limit; within that time limit, you must catch as many bizzare and strange fish as you can. Every fish included in the game was a fish that also exists in real life, including the Ribbon Eel, Frogfish, and Leafy Seadragon (art below).



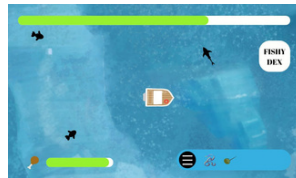
Leafy Seadragon



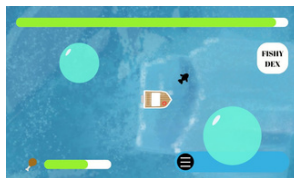
Ribbon Eel



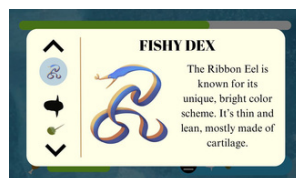
Frogfish



While your time ticks down, you also have to worry about your hunger. If your hunger hits zero, your game immediately ends there. To raise your hunger, you need to eat the fish you have captured. Your score at the end of the game depends on the fish you have - every fish has a price, and the price values of every fish you still have at the end of the game is totaled to create your sum.



To capture a fish, the player needs to get close to it and then hit the space button. After this happens, a small minigame where bubbles appear on the screen will occur. The player needs to click on these bubbles before they shrink too small and disappear. If the player clicks on all of the buttons, they will receive the fish. Larger fish have more bubbles to click, and they shrink smaller.



To decide which fish to keep and which to eat, players will look at their descriptions in the Fishy Dex. The Fishy Dex contains clues for the price and nutritional value of the fish you have. For example, with the Ribbon Eel, the Fishy Dex hints that it would have a high price but would not restore much hunger - it's unique, but also said to be thin and lean, implying it's worth a lot but can't be eaten.

Players compete to get the highest score at the end of the game. In the future, I hope to implement an online leaderboard system so players can compare scores with each other.