Gone Fishing

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Version: 1.0

Overview

In this game, you have been enlisted by a fisherman, One-Armed Joe, to seek revenge on the Beast who took his other arm. You must catch the Legendary Whale Shark using the only rod powerful enough to reel it in: the Ultimate Fishing Rod. You can acquire this rod through the market but must catch and sell fish to Joe to save enough money for it.

Game Description

Objective -- The object of this game is to avenge One-Armed Joe by catching the Legendary Whale Shark. This Beast can only be caught using the Ultimate Fishing Rod, so the player must purchase it from the Market by selling their other fish to Joe.

Gameplay -- On entering the game, the player is presented with the main menu. Select Start or Quit. Next, the player will select difficulty mode: Normal or Hard. The player will see a brief prologue next and must click Next to progress to the fishing. The player can cast their rod with a Mouse click and wait for a nibble, notified by a splash and exclamation mark in the water. On another click, the player must succeed in the fishing minigame. In this minigame, a ball bounces across the screen. The player must click in time with it passing in front of the fish icon. On success, the player can see what fish they have caught, and this will be added to their inventory. On failure, the fish will get away and not be added to the inventory. The player can now continue fishing. By toggling into the Market with "M", the player can view their inventory and buy and sell from the market by clicking on items. Once the player purchases the Ultimate Fishing rod, it will automatically be equipped and give the player a chance to catch the Legendary Whale Shark. Once caught, the player is now a winner.

Controls -- The user interface and majority of the game is primarily controlled by mouse clicks. The only additional hot key is "M" to toggle in and out of the Market. See the User Menu for more details.

Assets Used

- Images
    - All but 1 of the images were hand-drawn pixel art:
        - Fish images (7), including Legendary Whale Shark
        - Wooden plank button
        - Main menu background
        - Fishing background
        - Fishing animation images: resting, casting, idling/drifting, nibble
        - One-Armed Joe
        - Market
        - Mini game background and ball

- - - Ultimate Fishing Rod
    - ○ Pixel clouds in the main menu were the only images sourced here:
      - ■ https://www.deviantart.com/disabledpaladin/art/Pixel-Clouds-669313077
  - ● Sound files
    - ○ Button click:
      - ■ https://www.youtube.com/watch?v=BZvS2Bno8R4
    - ○ Background music - Floating Cat by Michael Grubb:
      - ■ https://uppbeat.io/track/michael-grubb/floating-cat
    - ○ Coin sound:
      - ■ https://uppbeat.io/sfx/coins-dropped/10751/27232
    - ○ Fishing reel:
      - ■ https://freesound.org/people/TheFlyFishingFilmmaker/sounds/641696/
    - ○ Fish caught:
      - ■ https://uppbeat.io/sfx/bubble-pop-ding/8152/24513

User Menu

Main Menu
Select "Start" to start a new game or "Quit" to quit the game. Select "Normal" or "Hard" for your game difficulty. Normal difficulty keeps the price of the Ultimate Fishing Rod at 100 coins, while Hard mode raises it to 500 coins.

Prologue
Click "Next" through One-Armed Joe's backstory. He will tell you about the Legendary Whale Shark and how it took his arm. He will send you on a mission to catch the Beast, and wish you good luck.

Fishing
Click the mouse anywhere on the Fishing screen to cast your line. Wait until a fish takes a nibble (the bobber disappears into the water and an exclamation mark appears on the screen) and click the mouse again to trigger the fishing minigame. In the minigame, a red ball bounces across the screen. Click the mouse when it passes in front of the fish icon to successfully catch the fish. If you click when the ball is anywhere else, you will lose the fish and need to re-cast your line. If you succeed in catching the fish, the fish name and image will be displayed and added to your inventory automatically. Select the "Continue" button to continue fishing.

Market
To toggle in and out of the Market, press the "M" key. The bottom box displays the player's inventory. The top box displays the Ultimate Fishing Rod if it is available for purchase. Click on the fish from your inventory that you want to sell to Joe; upon click, the fish will be sold and their value in money will be added to your bank account in the top right corner. If you have

enough money to purchase the Ultimate Fishing Rod, you can click it to purchase and it will be automatically equipped.

Roles and Responsibilities of Each Team Member

List the responsibilities of each team member (use RACI chart or similar)

Savannah Fletcher:

- Pixel art of main menu background, fishing background, fishing animations, fishing mini game, some of the catchable fish
- Loading and drawing main menu screen 1
- Updated casting and fishing animation
- Implemented fishing mini game and addition of fish to player inventory
- Implemented ability to purchase ultimate fishing rod
- Handled addition of legendary whale shark to random generation (on acquisition of ultimate fishing rod)

Madeleine Glaum:

- Pixel art of remaining fish, plank button, One-Armed Joe's character, market
- Loading and drawing main menu screen 2
- Initial casting and fishing animation
- Market functionality: loading player's inventory and buy/sell functionality
    - Hover functionality in market to see fish value
    - View player's money in the market
- Added sound effects and background music
- Added victory conditions with victory screen