

Search for the Sacred Fish

Michael Zhou, Jonathan Auyong, Ryan Co,
Jennifer Sheng, Sophie Han, Felix Zhou

Gameplay



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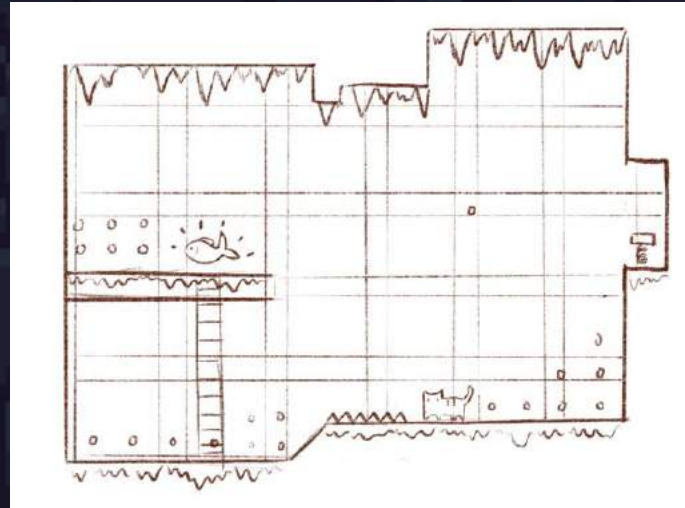
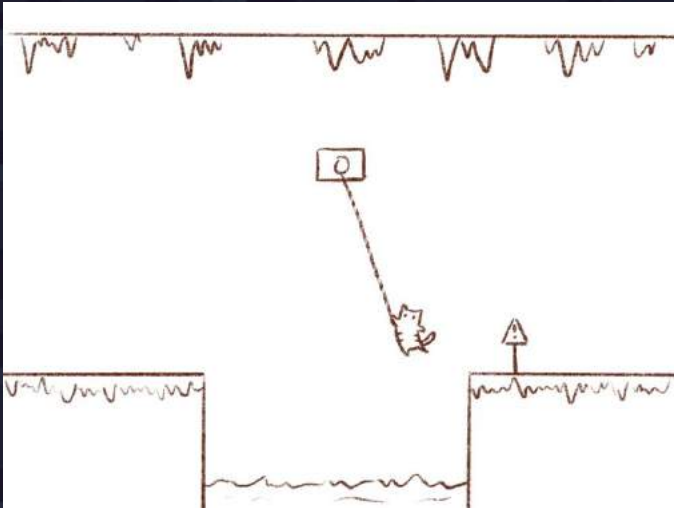
Brainstorming

Brainstorming

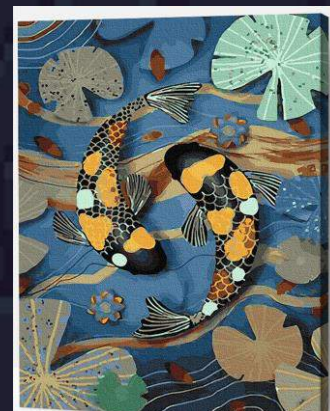


Jennifer (Artist) 08/02/2021

2d platformer where you collect fish in different levels to try and save up enough to make an offering to the great cat god to make your wish come true

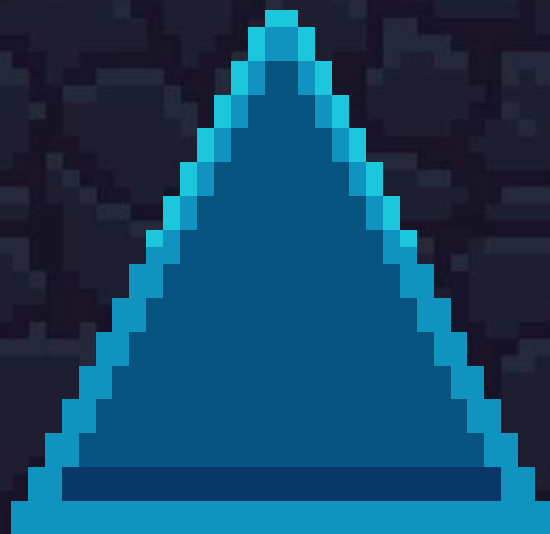


Moodboards/Inspiration

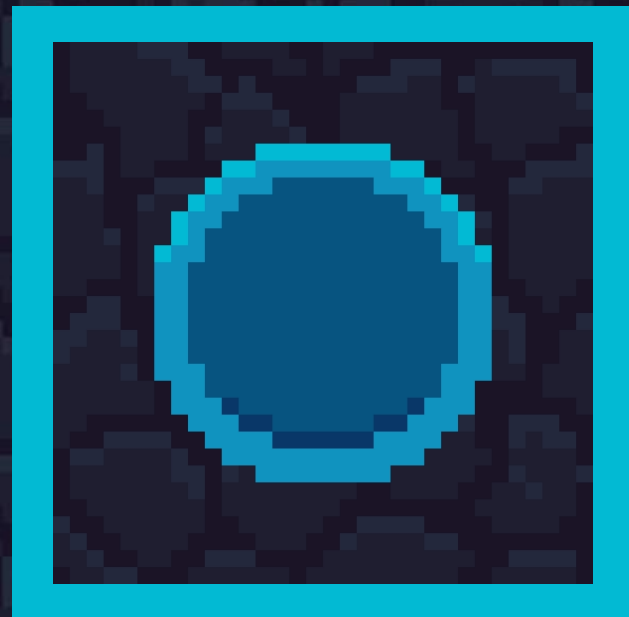


Level Design

Core Mechanics

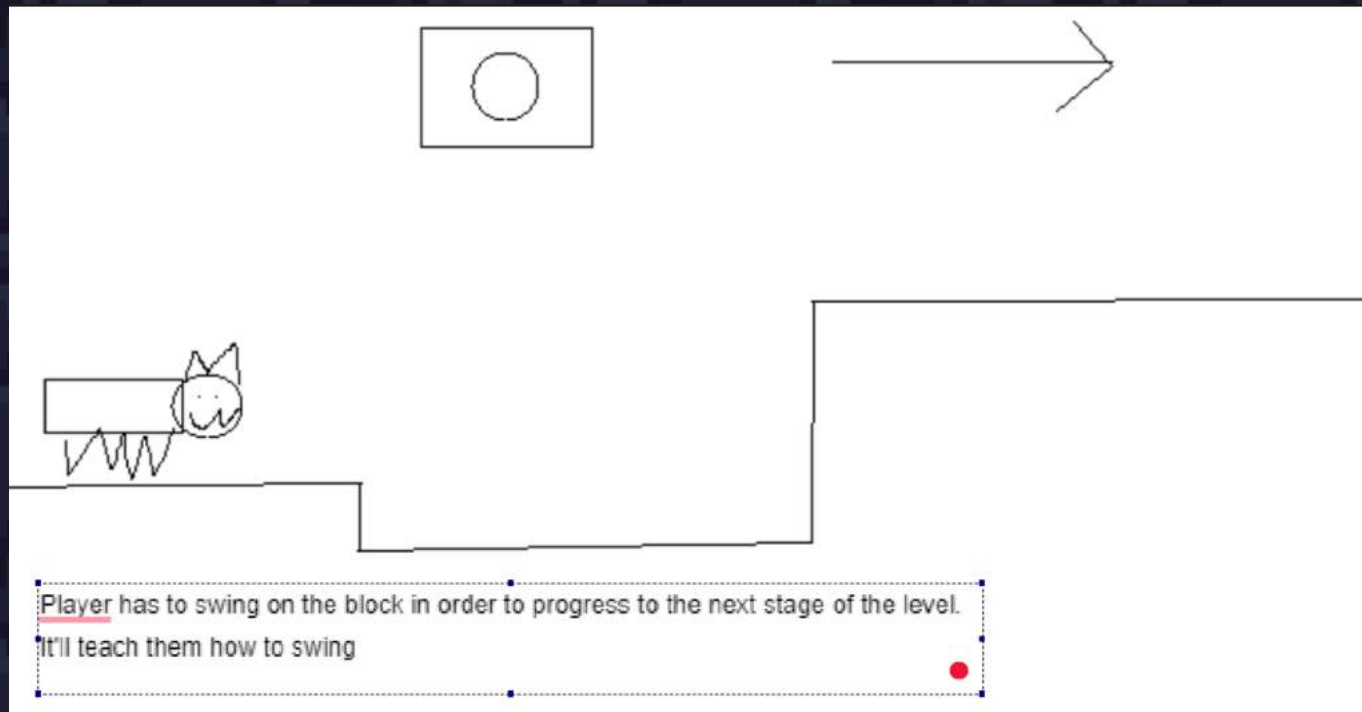


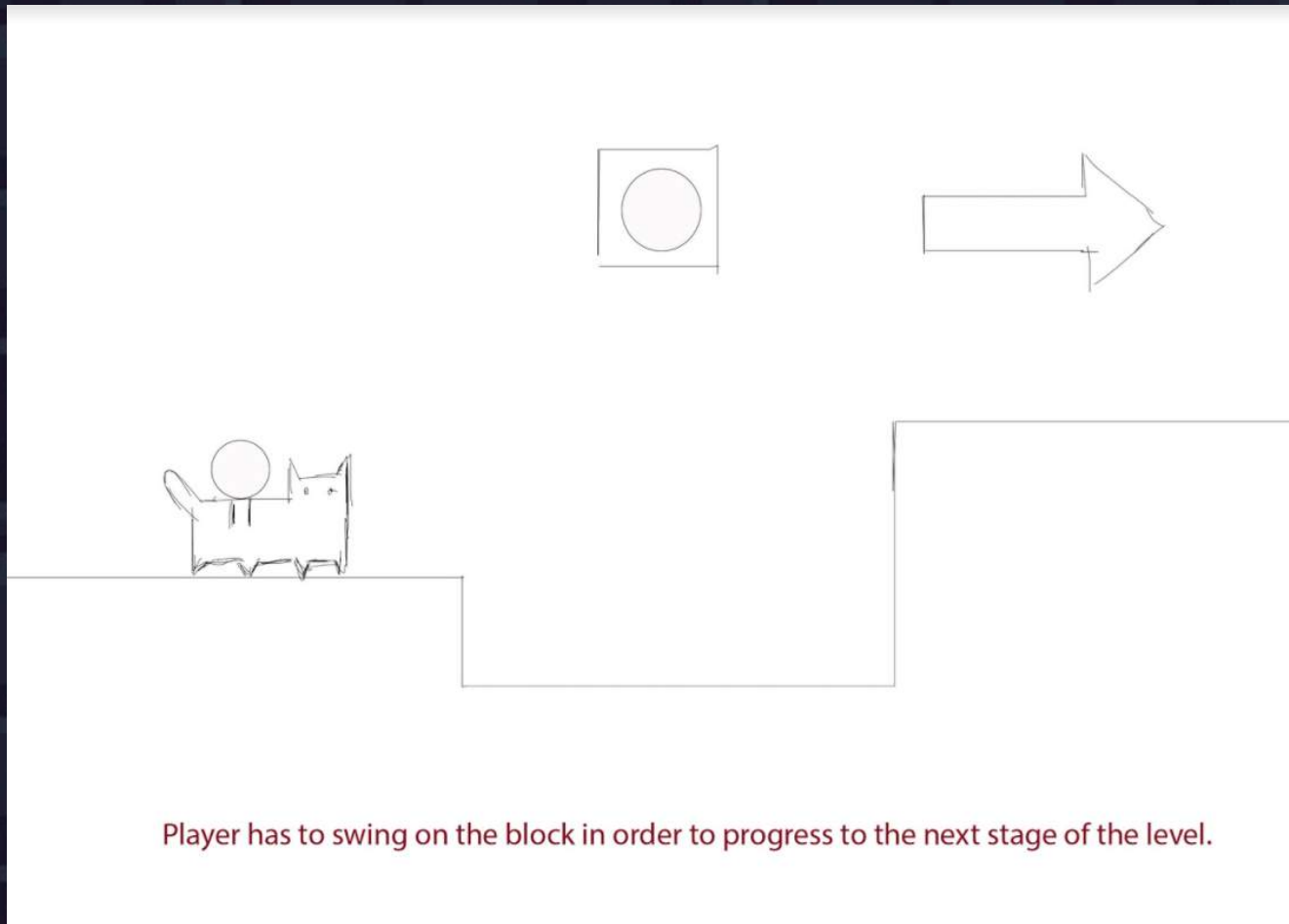
Rappel



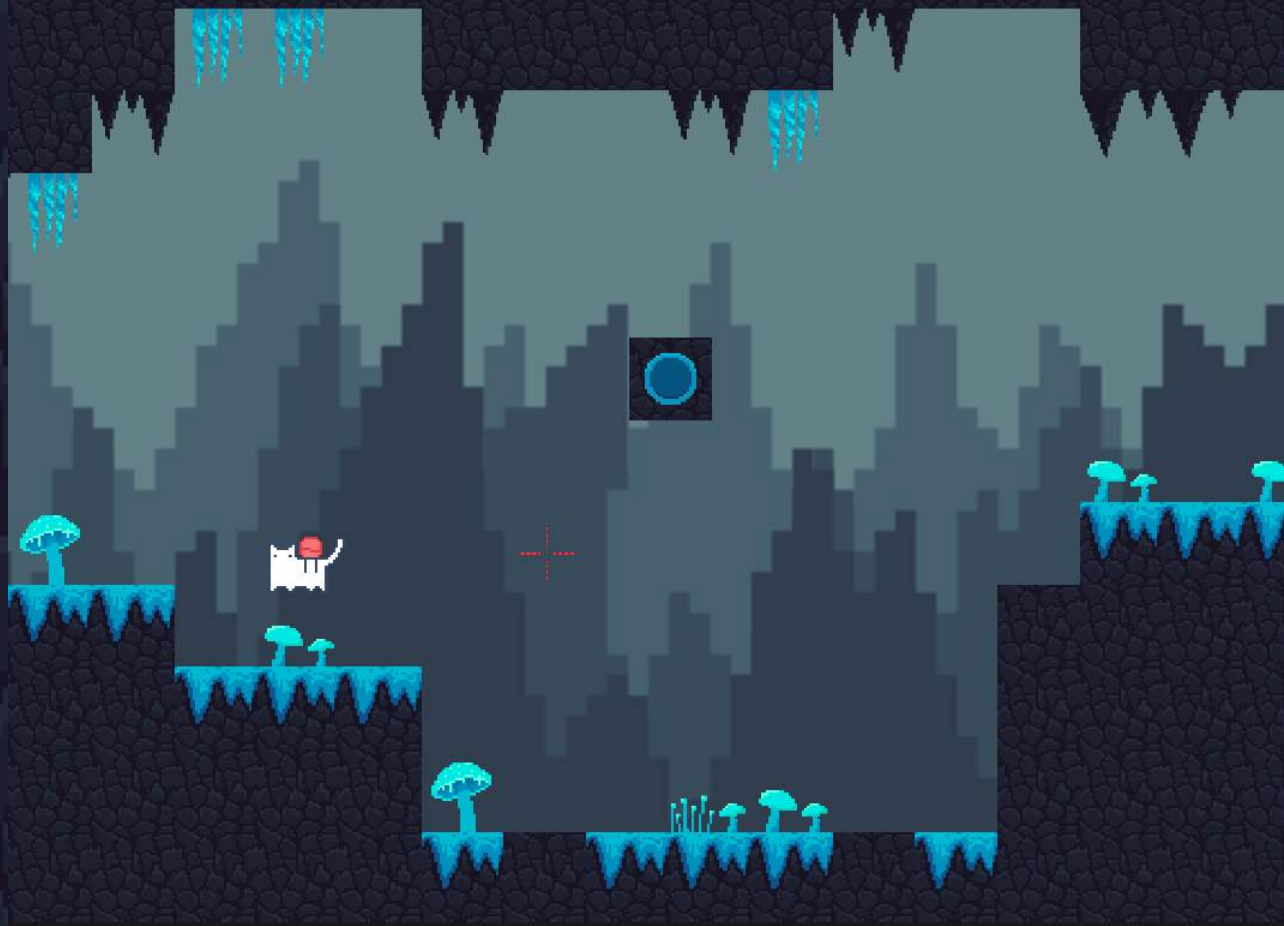
Swing

From Sketch to Finished Level

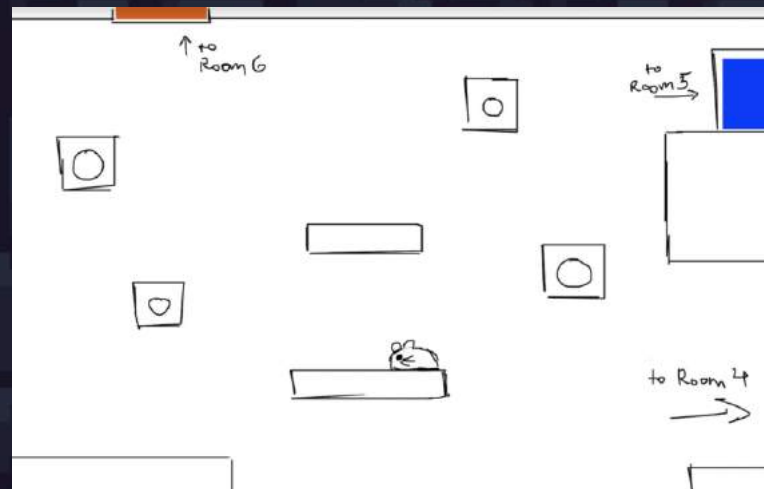
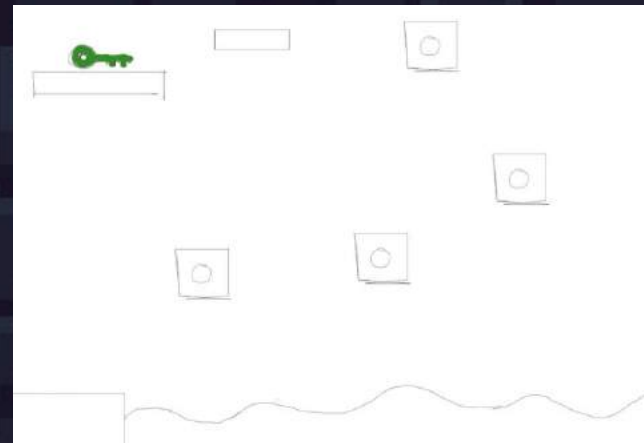
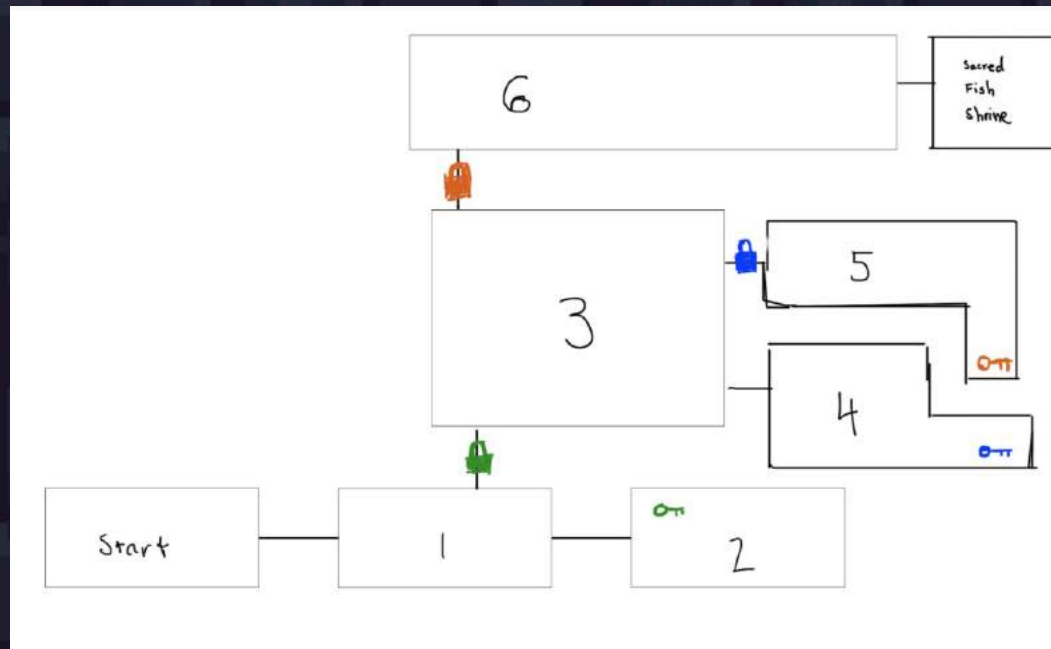


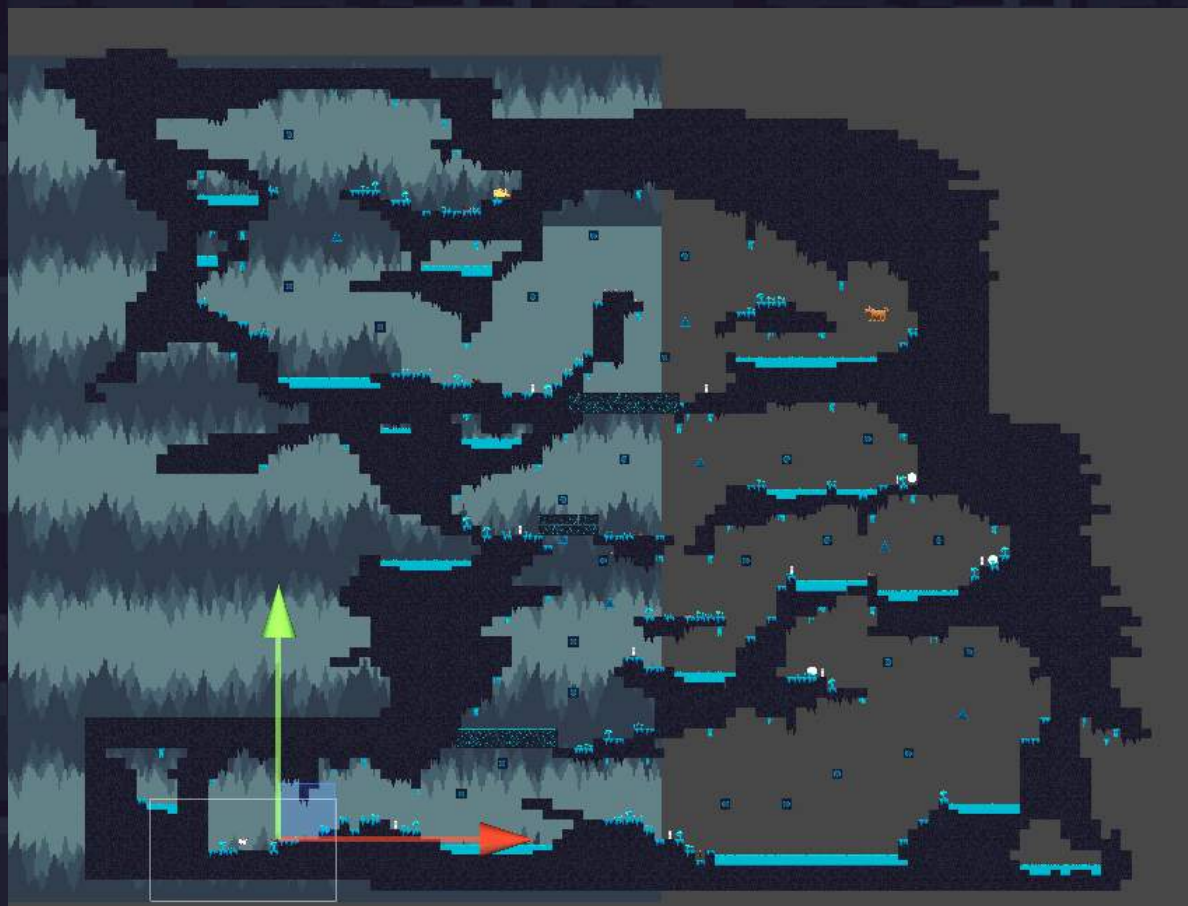


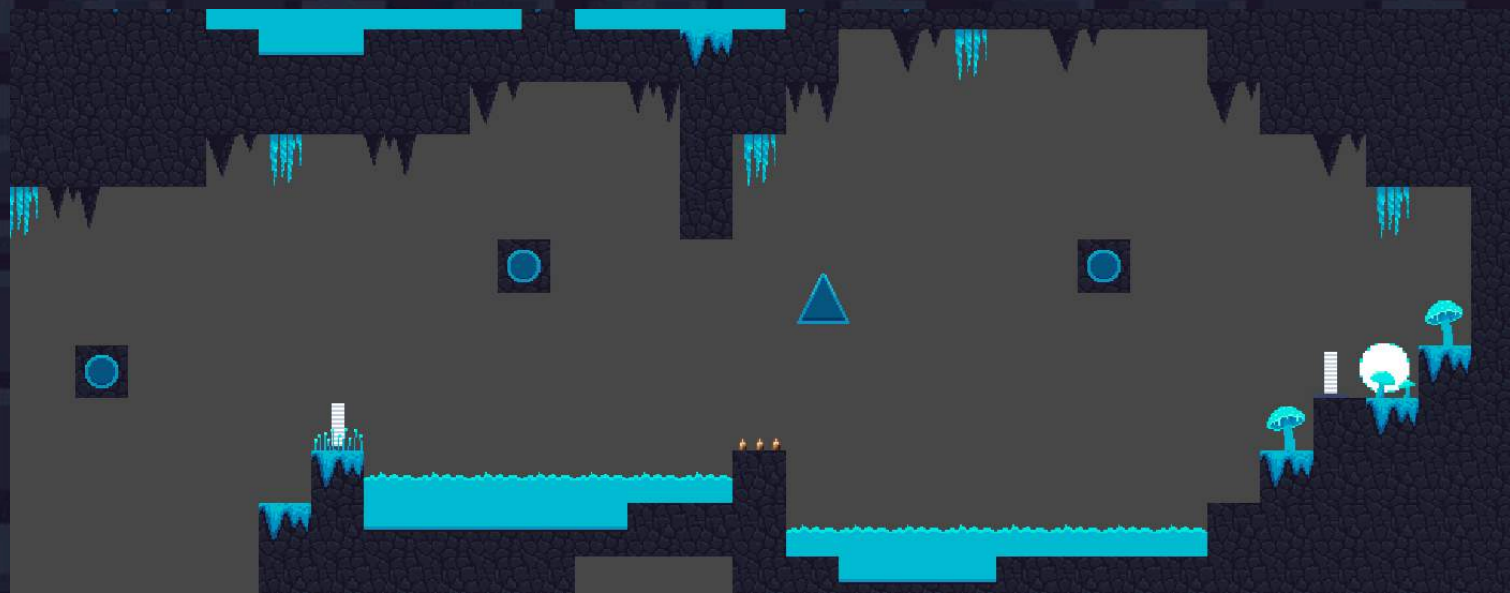
Player has to swing on the block in order to progress to the next stage of the level.



Level 2 Sketch







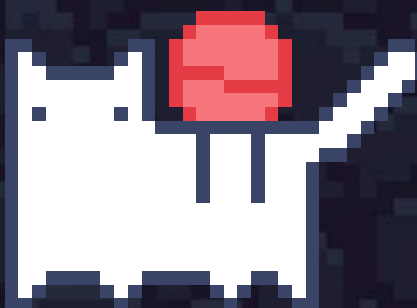
A pixelated landscape scene. The sky is a dark blue gradient. Below it are dark green, jagged mountain peaks. The foreground consists of a dark green field with several yellow flowers and green grass blades. The word "Art" is written in white, pixelated font in the center of the image.

Art

Nushi the Cat



Sprite Base



Walking



Idle

Nushi the Cat



Swinging



Jumping



Falling

Enemies



Rat Idle



Rat Walk



Rat Kill

Unused Enemies



Environment



Spikes



Water

Sacred Fish

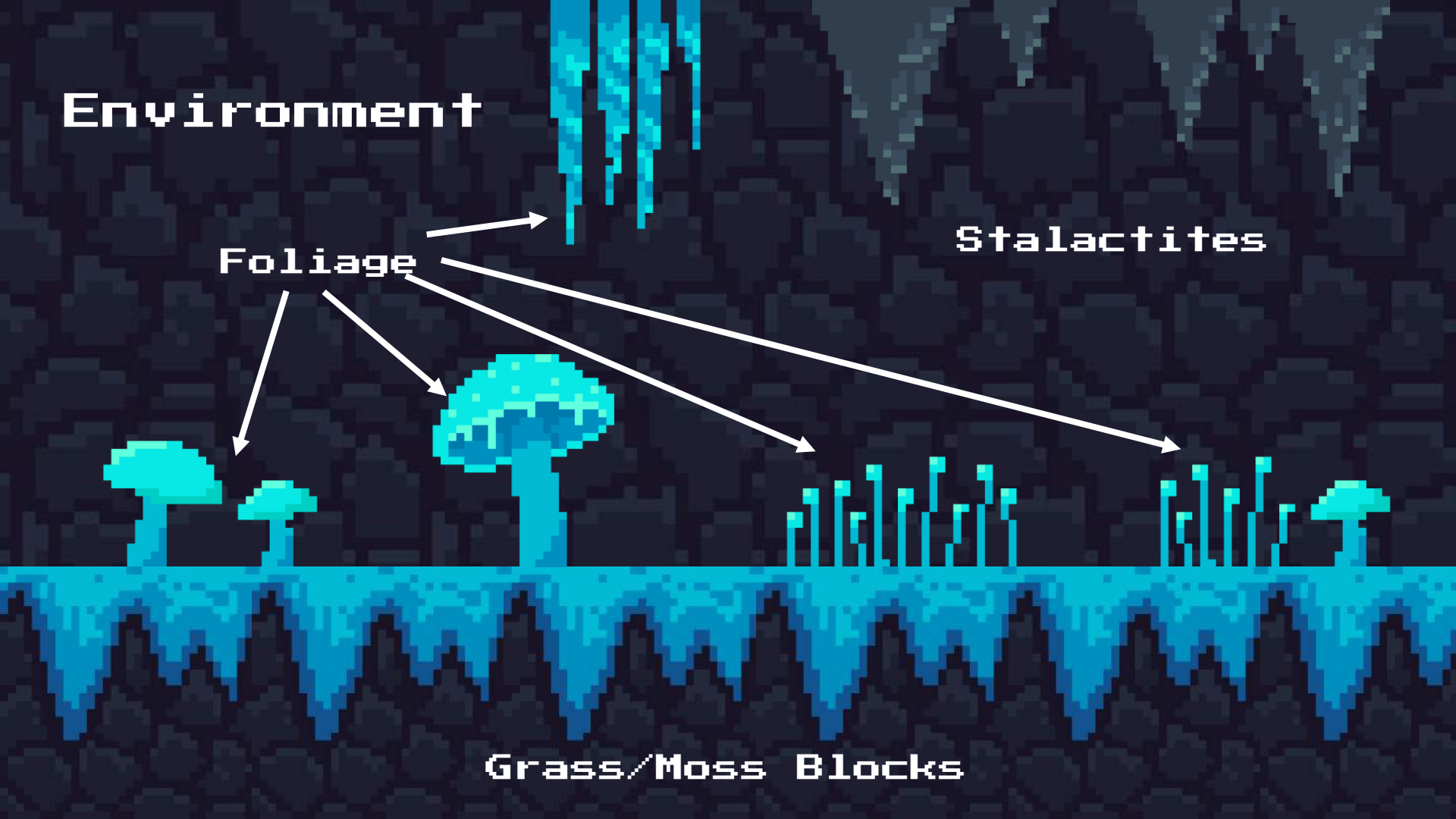


Environment

Foliage

Stalactites

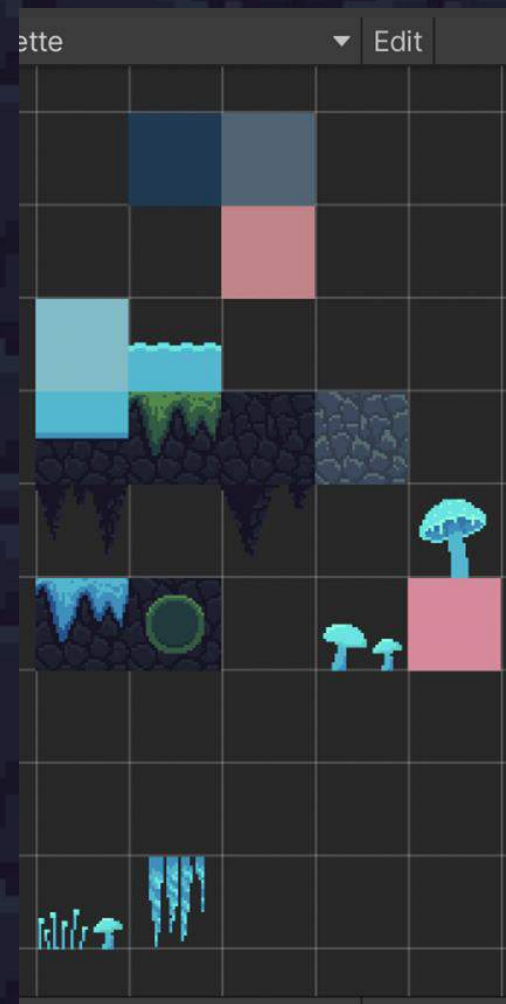
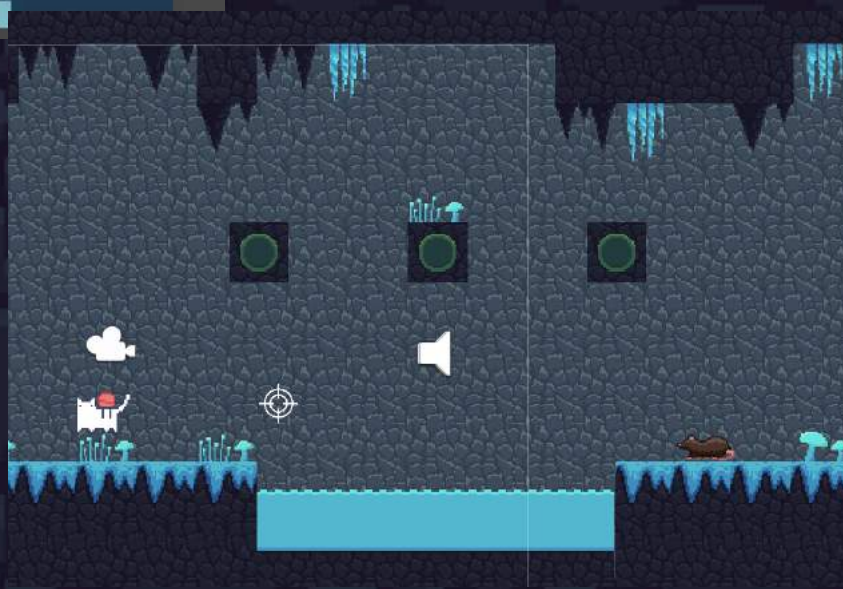
Grass/Moss Blocks



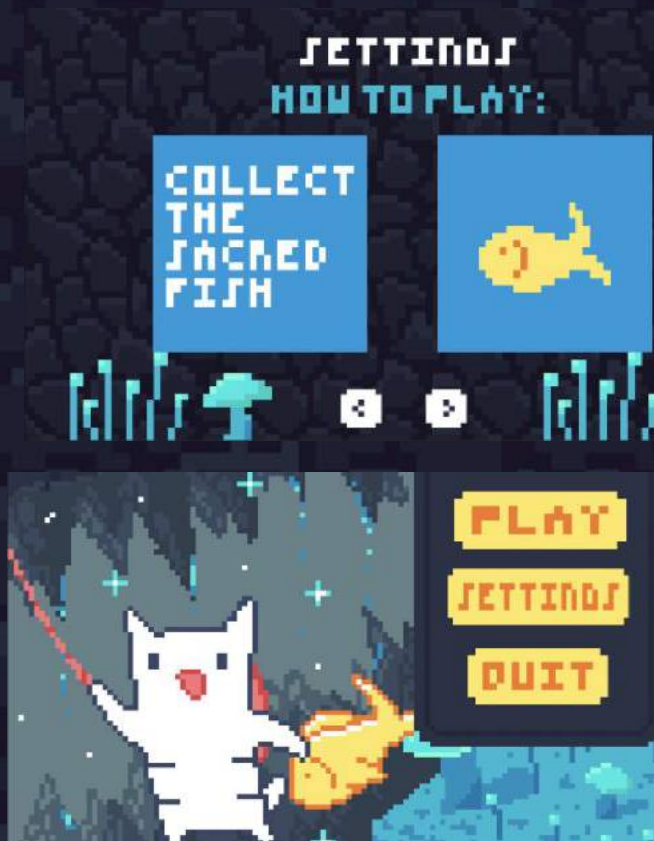
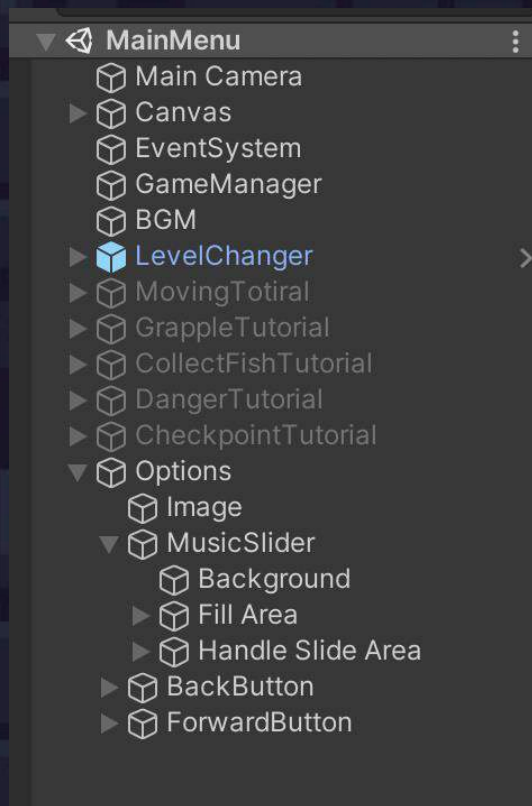
A pixelated landscape with a dark blue sky, dark green mountains, and a foreground of green grass and yellow flowers. The word "Programming" is written in a white, pixelated font in the center of the image.

Programming

Environment



UI / Tutorial



Cutscenes

Once upon a time, there was a divine cat named Nushi...



who was one of the most highly regarded cats in the world

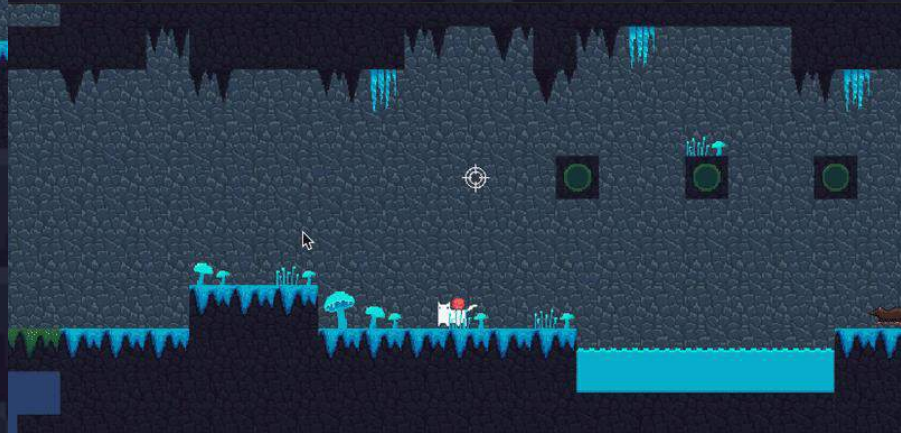
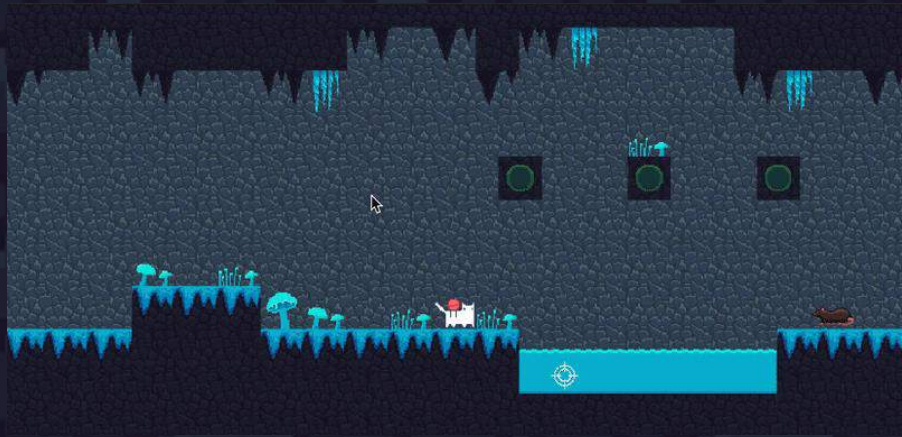
Nushi steals the Sacred Fish from the Cat God in the dead of n



By doing so, however, Nushi accidentally alerted the Cat God...

```
public void OnFadeCompleteTo1()
{
    SceneManager.LoadScene("Cutscene1");
}
public void OnFadeCompleteTo2()
{
    SceneManager.LoadScene("Cutscene2");
}
public void OnFadeCompleteTo3()
{
    SceneManager.LoadScene("Cutscene3");
}
public void OnFadeCompleteTo4()
{
    SceneManager.LoadScene("Cutscene4");
}
public void OnFadeCompleteTo5()
{
    SceneManager.LoadScene("Cutscene5");
}
public void OnFadeCompleteToGame()
{
    SceneManager.LoadScene("LEVEL1");
}
```

The Yarn Grappler



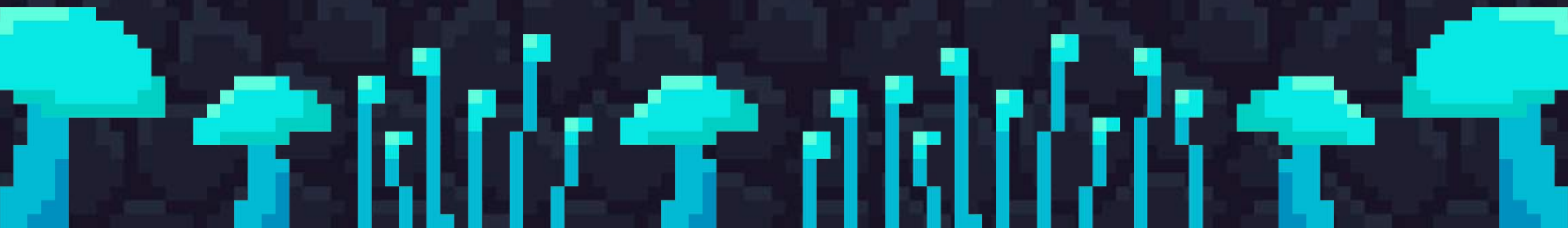
Rappel Blocks



In-Game UI System



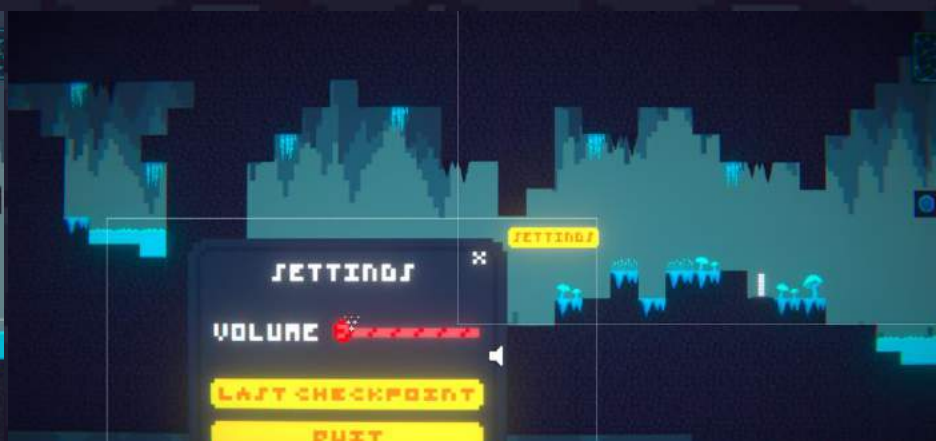
Post Processing and Particle effects



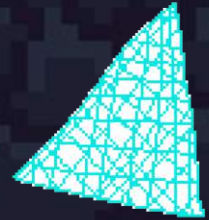
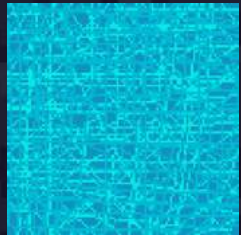
Post Processing

BEFORE

AFTER



Particle Effects



A pixelated landscape scene. The sky is a dark blue with some lighter blue pixelated clouds. The background features a range of dark green, jagged mountains. The foreground is a dark green field with several yellow flowers and green grass blades. The word "Audio" is written in a white, pixelated font in the center of the image.

Audio

Cat Movement SFX



Cat Shooting Yarn SFX



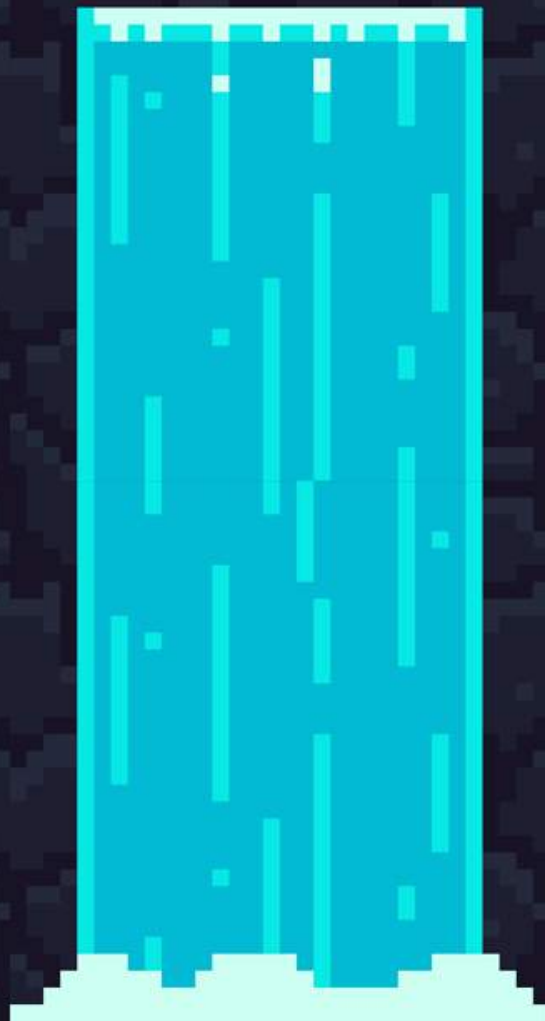
Cat Swinging from Yarn SFX



Pull into Platform SFX



Cat Walking SFX



Songs/Jingles



Cave BGM



Main Menu BGM



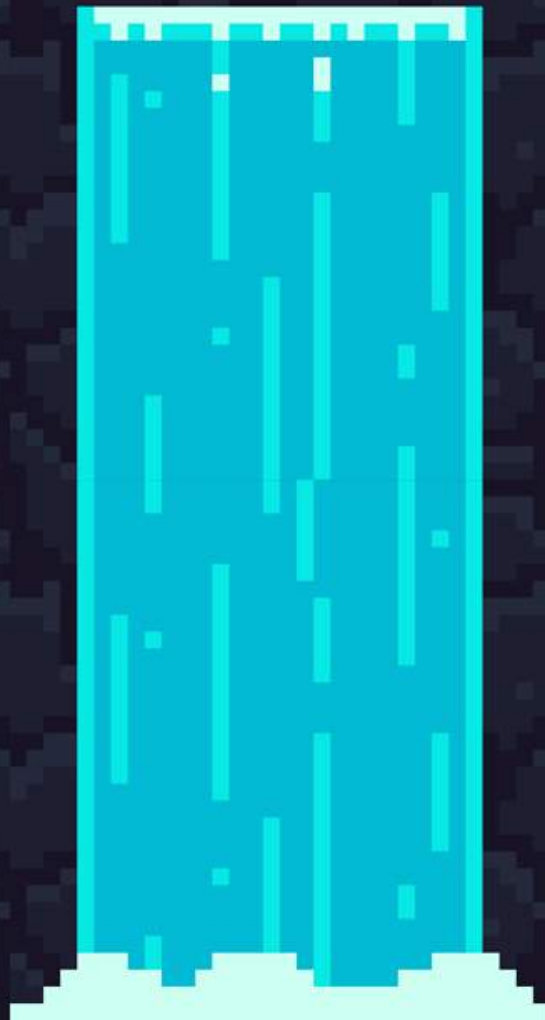
Cat God Cutscene SFX



Cat Hell Cutscene SFX



Sacred Fish SFX



THANK YOU!

Special Thanks to all our Friends,
Family, Peers, and NHSGA Staff!

