

Project 1 Writeup

This project is intended for children or any beginners who are starting to learn how to fish. To fish, you need a license, and that comes with many regulations on what fish you can keep and have to release. This can hopefully teach the children and beginners on knowing the consequences of keeping a certain fish. This will be located on the fishing license website as an interactive simulation.

My project, Fishing Time, simulates a fishing experience in freshwater rivers. Only fish such as salmon, trout, bass, pike, sturgeons, etc will appear in here. However, as shown in the regulations page, you cannot keep endangered fish species, and have to keep the invasive species. A timer function is used while we wait for a fish to appear to slightly make it so that we actually have to wait. Additionally, another timer is added when the fish bites on. You want to reel in the fish as soon as possible since fishes can unlatch themselves from the hook.

The aesthetic for this project is a simple cartoonish art style. In real life fishing, it can sound boring, so I wanted to bring a new interesting mood, especially for the younger children. It makes the gameplay more interesting as well. I tried to make the interactions as clear as possible, such as putting a box around the choices I wanted the player to interact with, so that anybody can play it without any confusions.