Game Idea

Under Pressure is a simple 2D underwater treasure hunting game. The player uses a submarine to dive for treasure and resources underwater.

Features

* Fuel management and upgrade system
* Enemies attracted to you to avoid
* Obstacles to avoid
* Inventory system that adds weight to submarine
* Projectile system for shooting enemies
* Health and Fuel UI
* Possible grappling system

Controls

* WASD or Arrows to control sub up down and left and right
* Still deciding on shoot button and if gun follows mouse
* E to enter base of operations where you upgrade

Score is evaluated by treasure and time alive

Credits and References

2D submarine asset

<https://www.pngegg.com/en/png-nudbr>

week 1 movement

up and down to control depth

left and right of screen will be with force to create a drift effect

Also need to add a background