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

Testing repos

Credits and References

Metal frame

https://www.deviantart.com/theartist100/art/METAL-FRAME-PNG-TRANSPRENT-432546135

Hospital unedited asset

https://pngtree.com/freepng/hospital-building\_4842124.html

Island sand asset

https://favpng.com/png\_view/sand-texture-sprite-tile-based-video-game-cascading-style-sheets-png/YWUYk2iH#\_=\_

2D submarine asset

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

laser tutorial

https://www.youtube.com/watch?v=vdci2oxVaoA&ab\_channel=1MinuteUnity

rocks

https://opengameart.org/content/low-poly-rocks

speedometer/fuel gauge

<https://www.youtube.com/watch?v=3xSYkFdQiZ0&ab_channel=CodeMonkey>

underwater sprites

<https://craftpix.net/freebies/free-underwater-world-2d-game-objects/>

tutorial for digging

<https://www.youtube.com/watch?v=94KWSZBSxIA&ab_channel=MuddyWolfGames>

sharks

<https://www.deviantart.com/tfprime1114/art/Hungry-Shark-Squalicorax-PNG-809146102>

<https://www.deviantart.com/tfprime1114/art/Hungry-Shark-Bluntnose-Sixgill-Shark-PNG-813963732>

<https://www.deviantart.com/tfprime1114/art/Hungry-Shark-Great-White-Shark-PNG-809907222>

ai pathfinding using A\*

<https://www.youtube.com/watch?v=jvtFUfJ6CP8&ab_channel=Brackeys>+

cave background

https://favpng.com/png\_view/iceberg-black-hole-cave-illustration-png/yFLUzqFe#\_=\_

water tile

<https://www.deviantart.com/thecandyface/art/Water-tile-572916316>

pathfinding

<https://arongranberg.com/astar/>

background

https://pixabay.com/illustrations/abstract-background-wallpaper-1779612/

shark enemy plan

The shark or sharks will hunt the player down throughout the level except for at the start

The longer you play the easier it is for it to get around the level

Can be killed but each time it dies will become faster and more aggressive

Sharks destroy hull and will cause game to end

Sharks death adds to score and a timer will start after a certain amount of time they respawn

Flashes red when lasered and flips on back to die

I may test in another scene first

------------------problems I run into and fixed

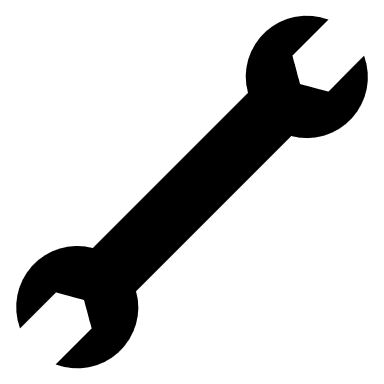
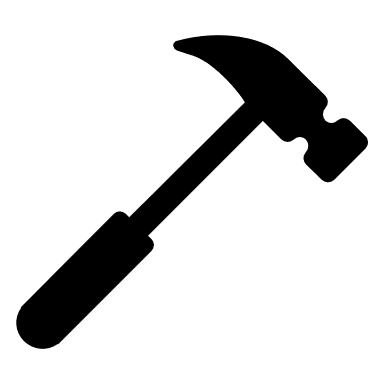
Shark was rotating wrong when chasing player it was off by 90 degrees, fixed this by manually editing the picture 90 degrees.

Made the decision to remove the destructible blocks as they blocked the shark and this way I could have the shark follow you from the start

Shark was getting stuck I turned off colliders with walls

Had to use Boolean for if player was safe becaused the shark wasn’t changing targets otherwise

--------to do list

1. Make shark jump back and strike again on collision(maybe changes targets once strike happens)
2. Add speed just before attack
3. Player dies
4. Get sounds
5. Make game more visually appealing
6. Make rocks respawn
7. Shop with upgradeable features
   1. Upgrade engine
   2. Armour
   3. Fuel tank+
8. Game over screen
9. Pause menu
10. Floating health bar on shark
11. Make shark turn around near shop

Polish

1. Upgrade laser so it grows
2. More background objects
3. Treasure chests in hidden spots
4. Start screen
5. Enter your name
6. Highscore
7. Player can drop explosive bombs

Remember tomorrow to activate debug log for script