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

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>

week 1 movement

up and down to control depth

fuel gauge

depth gauge

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

Also need to add a background