GAME DESIGN DOCUMENT

Dishfull of Fish
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Short summary of applied tools and link to project 1 video

-the game source code (also what programming language you used with that engine, if applicable),

Rider JetBrains for code editing, Unity editor for game development, C# .NET Runtime as a main language used for unity development

-the graphics

Blender for 3D modeling, Blender materials for colors, Unity Asset store for some advanced stuff like ocean shader

-the SFX or music, and

I didn't get to this yet, but I will use Logic Pro to create music and sound effects

Also add a link to the explanation video as instructed for Project 1 as a separate link:

https://youtu.be/IbaGTCxGtkQ

Game Design Document

- **Define your own game idea with minimum of 1-3 sentences per point.**
- **Consider the developed game from the viewpoint that you are actually making something which will be published at the end.**
- **Focus on the aspects 1-4, others you can define in more general terms since this is only the intro course into game development.**
- **The main aspects you are defining here are the following:**
  - **What would you like your game to look? Search or draw some concept art for your game, levels and characters.**
  - **What is the player doing in the game, what are the abilities of the characters?**
  - **What technological demands or requirements do you have? What technical aspects have to be solved for your idea to work?**
  - **What will your interface look like? What control scheme are you using and how does it work?**

1. Executive Summary, Quick overview

The main idea is to combine two games genres - cooking restaurant games and fishing games. The player has to fish for fishes while preparing the dishes for the hungry customers. Both tasks require player's attention, so the player must plan in advance and multitask. If the player doesn't make enough money during the day, he is eaten by a giant crab.

2. Target Audience

Casual gamers. Could be brought to a larger audience with the addition of multiplayer but that's not planned for the demo.

2. Main Characters

The player (you), giant crab, hungry low poly customers.

4. Main Features

  4.1 Main mechanics - Fishing and cooking, setting aside your fishing rod and rushing to catch it before the fish escapes.

- if a player fishes close to the shore, he is likely to catch a crab

- if a player fishes further, he is likely to catch a fish

  4.2 Movement

WSAD and mouse movement for camera, scrollwheel to control a fishing rod hook

  4.3 Physics

Gravity + colissions, Spring physics for the fishing rod logic

5. Genre, Setting

Arcade Fishing game, Beach setting

6. Enemies, NPCs, Other objects

No enemies, NPC customers that either require a crab dish or a fish dish

7. Story board, script

Endless, fill the quota each day

8. Technical definitions, Tech guide*

  8.1 Platforms, versions

  8.2 Control Scheme

  8.3 Limitations

9. Business definitions*

  9.1 In-app purchases - I do not plan to make money from this game

9.2 DLC packs - as said, multiplayer could be a great addition

10. Outsourced/Bought Assets

Water plane, Tropical trees, just basic free assets available to everyone using unity.