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Forge Exchange - Dev Notes

Conceptualizing Fish GameObj + Fishing Gameplay

* Fish will only spawn and live in bodies of water.
* The bodie(s) of water a particular instanttiation of fish can spawn in wil be based on:
  + depth of body of water
  + Biome it body of wate resides in (ocean is exempted from this)
  + fresh/saltwater
* Attributes that wil be associated with any type of fish
  + weight
    - the more the weight to it the more meat can be obtained
  + size
    - the bigger the size the more common it will be at higher weight
  + stamina
    - the higher the stamina the more overall resistance the fish will put up when being reeled in.
* Fishing Gameplay
  + player starts by casting line into body of water.
  + Condtions needed for fish to take a bite
    - Time of day where said fish is active
    - Appropriate bait/no bait and/or appropriate hook
  + Conditions needed to make it easier if not possible to catch fish
    - type of fishing pole
      * For example for a breed of fish that is bigger and/or healthier the player could still theoretically catch the fish on a weak pole with the conditions but will have an immensly harder time doing so compared to using a higher quality and sturdier fishing pole
* Fish spawn/ movement pattern
  + Ideally fish will spawn and navigate bodies of water based on following conditions
    - overall depth of water
    - fresh/salt water
  + Further work needs to be done on bodies of water to meet thesse properties