**Development Team:**

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**Title:**

Treasure Hunt Under The Sea

**Description:**

You are a fish swimming under the sea looking for coins to fill up your treasure chest. You have to swim through the coins to collect them while dodging the nets. If you run through those you get caught and have to start over. Once you have collected all of your coins in each level you can fill up your treasure chest and pass the game.

**Determine the Game Play:**

You should be trying to advance to the next level to get closer to filling up your treasure chest. Every coin you get, you get points. Once you collect 100 coins you can advance to the next level. The next is a little more difficult and you have to collect 150 coins. Finally on the last level you must collect 200 coins and you have now filled your treasure chest and passed the game. But the levels aren’t that simple. Between the coins there are nets and if you swim through those, you get caught and it’s game over! Every level gets harder because in each level there are more nets between the coins. Also making the game more challenging, your speed will increase in each level. Your reflexes will have to be quicker and you will have to move around the nets faster in each level. You will use the four arrow keys on the keyboard to go up and down, swimming through the coins to collect them and dodging the nets to advance through the levels.

**Room Map (Description):**

There will be three different rooms in this game for the three levels of advancement. Each room will be somewhat the same but a little different. They will be “under the sea” and only the top, bottom and left side will be blocked so that the fish cannot go through them. The right side of the room will be open and must continue as the fish continues to swim forward towards the right of the room. Therefore the rooms must be continuous.

**Sounds:**

I will have a certain background music that has some kind of aquatic feel to it. Also every time a coin is collected a sound will occur and at the end of the level a celebration sound will occur when the certain amount of coins have been collected. Every time the fish runs into a net and is caught a sad sound will also occur.

**Backgrounds:**

I will need an under the sea background with water, seaweed, coral reefs, bubbles etc. This will bring the game to life and make it feel like you’re really under the sea.

**Objects Needed:**

Player Character: Fish object

Non-Player Objects: nets

Room objects: walls on top, bottom and left side of room, continuous object for right side of room

Scoring Objects: coins, object to collect coins when fish object collides with coin

**Events/ Actions:**

For the fish character it must be able to move up, down, and forward and must do so when the player presses the key on the keyboard respectively. There should be an action that makes the fish move every time a key is pressed on the keyboard. For each net that collides with the fish object it must end the game and take all the score away. It should also trigger a sad sound. Also every time a fish collides with a coin a sound must occur and a point should be added. Then the coin needs to disappear.