

GAME DESIGN DOC



KitCatch



Game Fam Pandas

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The Team

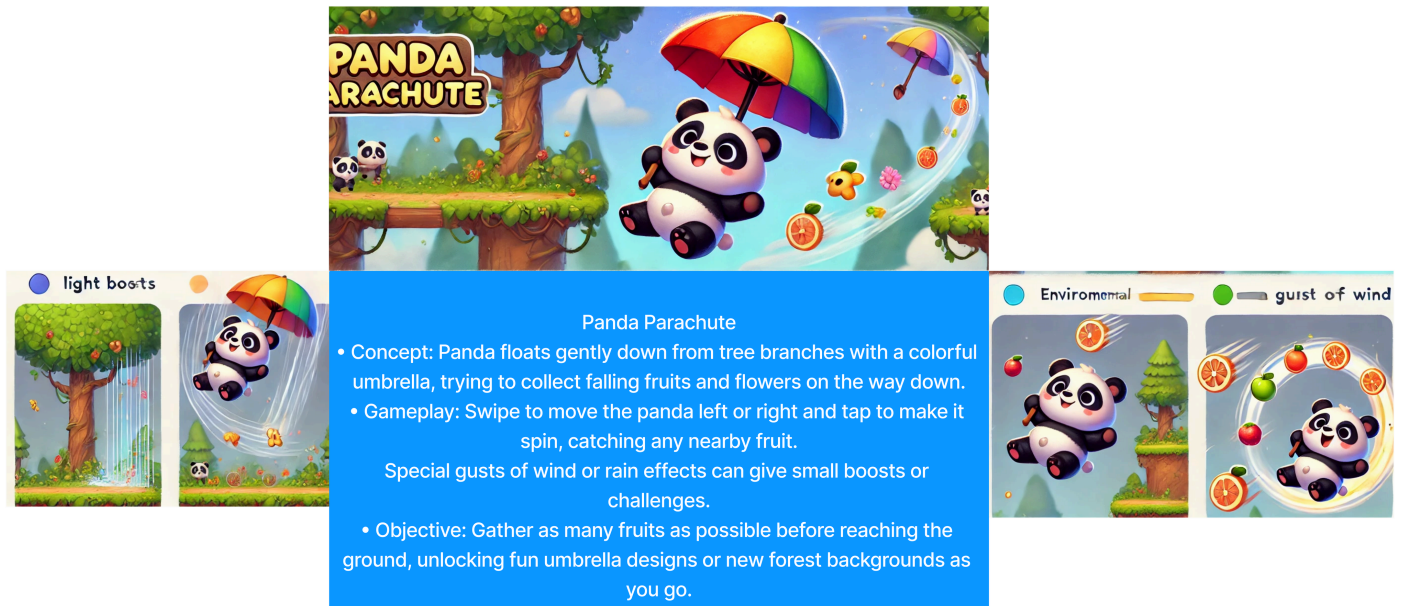
Project Lead, Dev	Designer
Sound	Artist

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Idealisation

Panda Parachute



Free Fall Descent

Game Idea: Free-Fall Descent



In Free-Fall Descent, players control a character in free-fall, tapping to make slight upward jumps to dodge obstacles like clouds, rocks, and branches. Some obstacles are stationary, while others move, adding to the difficulty. Enemies appear intermittently, and tapping on them clears the way and earns points. Collectible power-ups offer temporary boosts, like shields and speed clears. As the descent speeds up, players earn points by dodging, defeating enemies, and collecting items in this endless-style fall





a peaceful, casual fishing game where players fish by a cartoonish pond, aiming to catch unique fish and uncover hidden treasures while avoiding occasional shark encounters. The main objectives are to complete a fish collection and earn points. Players cast their line, reel in bites, and add catches to their logbook. The game features various fish sizes, rare fish, loot items, and humorous trash finds. Light weather effects, gentle sounds, and a relaxing atmosphere enhance the experience, with a limit on how much each boat trip can carry, adding a fun challenge.



Game Concept: “KitCatch”

Game Overview

Game Title: KitCatch

Essence statement

"KitCatch is a charming and tranquil fishing adventure where players cast their line into a serene pond, discovering whimsical fish and rare treasures amidst peaceful surroundings. With simple, engaging mechanics and the thrill of surprise encounters, KitCatch invites players to unwind and explore, balancing the joy of the catch with the thrill of the unexpected."

Genre: Casual, Simulation, Fishing

Platform(s): Mobile, PC

Target Audience: Casual gamers, nature lovers, and players looking for a relaxing, stress-free experience

Game Summary: KitCatch is a relaxing, casual fishing game where players cast their line into a charming cartoonish pond to catch a variety of unique fish and rare treasures. With the possibility of unexpected surprises like mischievous sharks, players must manage their catch while keeping an eye out for special items. Easy mechanics, a relaxing ambiance, and a cute art style make this game an enjoyable escape.

Unique Selling Points:

- Simple, accessible mechanics that appeal to casual gamers.
- A charming, cartoonish aesthetic with peaceful audio.
- A variety of fish and treasures to collect.

Core Gameplay Mechanics

Core Gameplay Loop:

- **Cast Line:** Players tap to cast the line into the water.
- **Wait and Reel:** After a brief wait, a bite occurs, and the player taps or holds to reel in the catch.
- **Catch or Event:** The player either catches a fish, finds an item, or encounters an event (e.g., a shark).
- **Collection and Progression:** Each successful catch is added to the player's collection log.

Objectives and Goals: The primary objective is to catch as many unique fish and treasures as possible, aiming for rare items and completing the collection log.

Game Flow:

- Players cast and reel, adding catches to their collection log.

- Points are earned, fish collected and stored in list of caught items

Core Mechanics:

- **Casting:** Players tap to cast; the cast distance may vary based on upgrades.
- **Reeling:** Players tap to reel in the fish, managing tension to avoid snapping the line.
- **Catch Types:** Common fish, rare fish, trash items, valuable loot, and shark encounters.
- **Casting mechanics with depths:** different casting depths affect fish type probability and difficulty of catch,
- **Reeling Mechanic:** Player holds button to reel in their catch.
- **Randomized Encounter System:** Weighted random generator to determine each cast's outcome: common fish, rare fish, item, or shark.

Controls: hold-and-release mechanics for casting and reeling.

Story and Setting

Game World: The game is set in a serene, cartoon-style dam surrounded by lush greenery.

Backstory: Players is a cat character on a fishing trip with a simple goal: to relax, fish, and score some big catches to record in their inventory book as they are an avid fish collector.

Characters:

- **Main Character:** cat who loves fishing and is searching for the elusive big catch.
- **Shark:** A mischievous threat in the pond, occasionally interfering with the player's catches.

Visual

Art Style:

- Cartoonish 3D art with bright, colorful shading.
- The environment includes gently animated water, trees, and fish with unique designs.
- **Characters:** Fun, light-hearted character designs.
- **Environment:** A pond surrounded by simple, stylized nature.
- **UI:** Simplified icons and easy-to-read menus to enhance the relaxing feel.

Visuals

Fig 1



Fig 2



Fig 3



fig 4



Fig 5



Fig 6

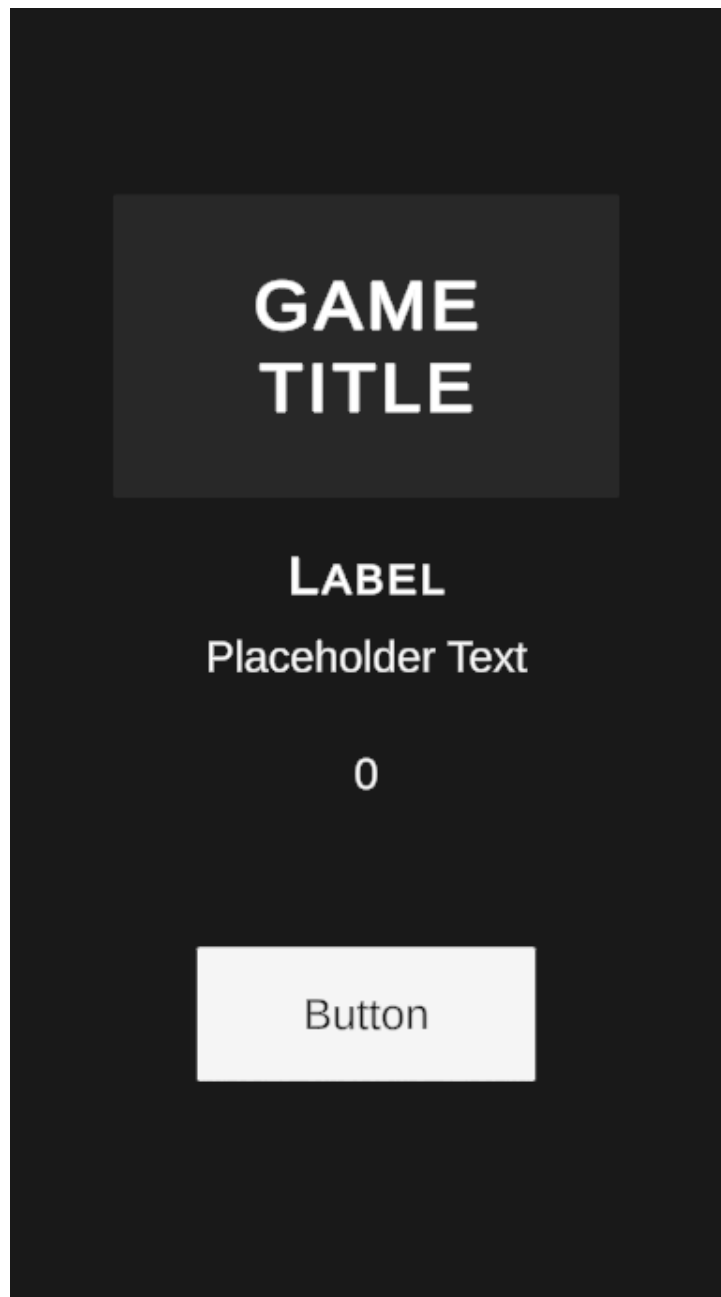


Fig 7

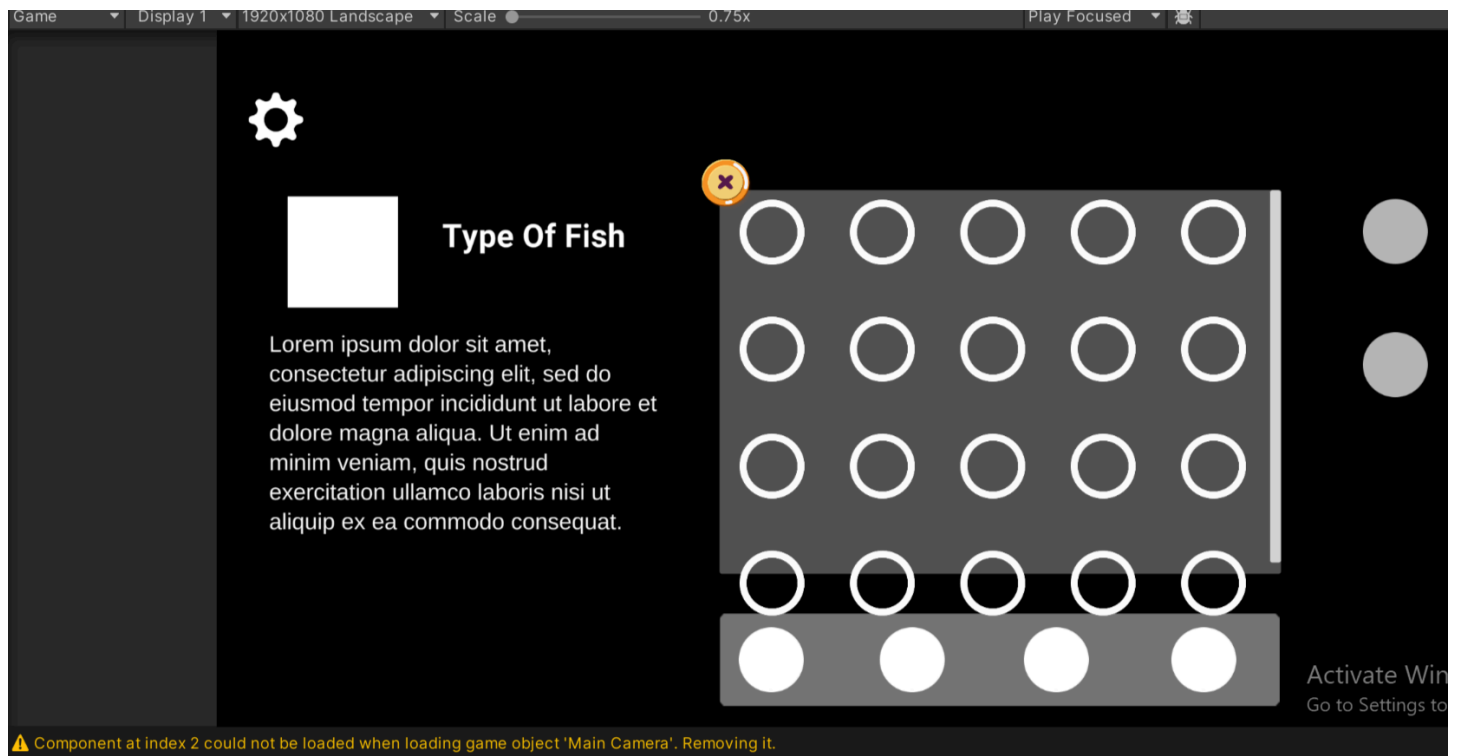
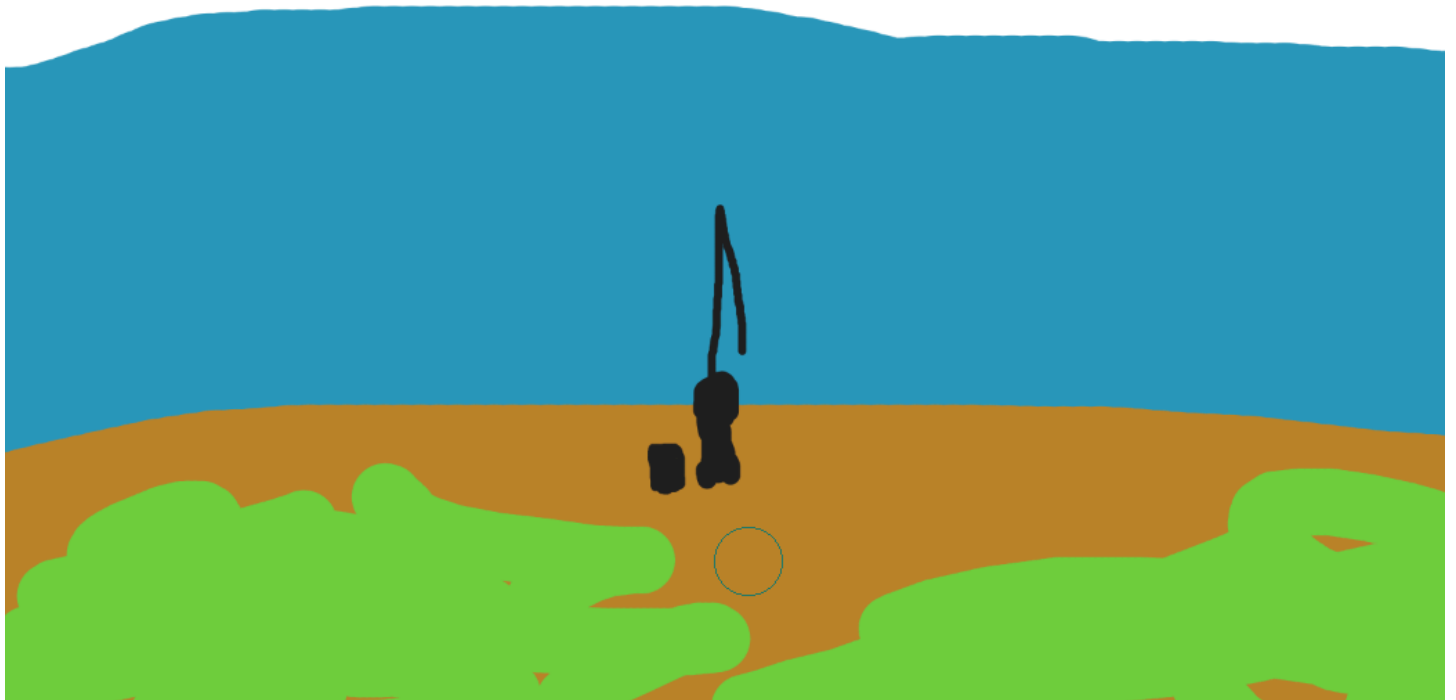


Fig 8



User Interface and User Experience

On-Screen HUD:

- **Collection Log Icon:** Quick access to the player's book of collected items.
- **Depth bar and Reel in bar:** hold to fill the bars, shows how deep the line is cast in water similar to the image below
- **Catch indicator:** marker showing that there is a bite on the line and player should reel in, like a red exclamation mark that pops up for example.

Navigation and Flow:

- Simple menu layout with quick access to the main game, collection log, and settings.
- **End-of-Session Summary:** Provides a summary of points, newly caught items, with options to restart or return to the main menu.

Sound

Audio:

- **Background Music:** Calm, looping ambient music to provide a peaceful experience.
- **Sound Effects:**
 - Water ripple sounds for bites, reeling sounds, and a variety of catch-related audio.
- **Ambient Sounds:** Nature-inspired sounds such as birds chirping and light water sounds.

Technical Requirements

- **Development Platform and Tools:** Unity, 3D software, version control.
- **Target Platform Requirements:**
- **Game Assets:**
 - **Art Assets:**

Audio Assets: Sound effects, background music, voiceovers.

References List

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