

Really Unsafe Fishing!

You control a P.O.U.N.C.E.R -- a fishing vehicle aptly named due to its ability to beat out the competition. In Really Unsafe Fishing!, you will use the P.O.U.N.C.E.R to boost towards fish, catching enough to meet your quota for the day. The deeper you go, the rarer and higher quality of fish you'll be able to catch, but be warned -- you will need to manage your energy and oxygen levels, or you'll sink to the bottom and never come back!

Really Unsafe Fishing! could include:

- A robust vehicle that has a Boost drive, causing you to pounce at fish!
- Between-day shop mechanics: select an assortment of wildcard items that can help your next excursion, and/or flatly upgrade your energy, oxygen, and pressure resistance capacities.
- A variety of fish with different handling characteristics and rarities, making some harder to catch than others
 - Could include, ink on the screen, being really fast, having small collision hitboxes, etc.
- Handcrafted environment with some Points of Interest (POIs)
- A really smart cat character that operates the P.O.U.N.C.E.R :3
- Diegetic HUD that shows on the window (if first person)
- A constant threat in deeper levels that threaten your P.O.U.N.C.E.R!

Minimum Level of Completion may include:

- Vehicle controller
- Rudimentary shop mechanic
- One or more forms of health (energy, oxygen, etc)
- One variety of fish
- One ocean layer
- Very basic environment
- One or two seafloor plants

Benefits from this idea:

- Easily expandable
- No need to rig up complex animations
- Plenty of opportunities for VFX
- A lot of plant and fish models can be made

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