



# Blowfish Bash

## Game Design Document



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## Change Log

Date	Version	Changes Made
01/02/25	1.0	<ul style="list-style-type: none"><li>• Initialized document with formatting and basic requirements for the game.</li></ul>
17/02/25	2.0	<ul style="list-style-type: none"><li>• Added cover picture of the game.</li><li>• Added more description of the game setting.</li><li>• Added UI layout of the level select of the game.</li><li>• Added missing core loop of the game.</li><li>• Added picture of the bomb mechanic.</li><li>• Added description of target audience and references to other similar casual games.</li><li>• Added keyboard layout picture for the game.</li></ul>
25/02/25	3.0	<ul style="list-style-type: none"><li>• Updated formatting to show the different menus the game will have in a table format.</li><li>• Updated level select menu to a better prototype.</li><li>• Created a prototype menu for the shop.</li><li>• Added cost and icons for the shop.</li><li>• Rearranged the mechanics to be placed inside boxes.</li><li>• Added Economy section to list all the prices, currency and income in the game.</li></ul>
16/04/25	4.0	<ul style="list-style-type: none"><li>• Added Design Pillars, story, and multiplayer</li><li>• Removed coral reef shop.</li><li>• Added story overview.</li></ul>
28/04/25	4.1	<ul style="list-style-type: none"><li>• Added the game's single player aspect.</li></ul>



# Table of Contents

## OVERVIEW

[Elevator Pitch](#)

[Game Overview](#)

[Story Overview](#)

[Setting Overview](#)

[Selling Points](#)

## GAMEPLAY

[Core Mechanics](#)

[Controls](#)

[User Interface](#)

[Game Flowchart](#)

[Level Loops](#)

[Level Design](#)

[Shop and Decoration Gameplay](#)

## LOOK & FEEL

[Mood Board](#)

[Audio Overview](#)

[Game Economy](#)

## TARGET AUDIENCE



# OVERVIEW

<b>Genre</b>	Puzzle, Maze, Strategy
<b>Platform</b>	PC
<b>Point of View</b>	Top Down, 3rd Person
<b>Theme / Mood</b>	Fun, playful, cutesy, Underwater
<b>Target Audience</b>	Kids, Teens, and Family

## Elevator Pitch

A whimsical underwater puzzle game inspired by Bomberman! Rescue fish friends by strategically blasting obstacles while dodging enemies and traps. Help them rebuild their vibrant coral reef home!







## Game Overview

Dive into a lighthearted underwater puzzle adventure where you strategically blast through obstacles to rescue stranded fish, outsmart cunning enemies, and evade dangerous traps. Rescue your aquatic allies to restore their vibrant coral reef home to its former glory!



*Mock screenshot of a level*

## Story Overview

You are Guardians of the coral reef.

One day, while you were asleep, a group of crabs kidnapped all the fish in the coral reef. Since you had legs, they assumed you were not a fish, and did not kidnap you.

Your mission to rescue all the fish captured by the crabs, and restore the coral reef.

## Setting Overview

Underwater coral reef, with fish, traps, and enemies. The traps are sea urchins and the enemies are crabs.



## Selling Points

Use bombs and bubbles together to solve puzzles

Multiplayer and singleplayer

Single-player mode will have a character swapping mechanic, so you are able to switch between two characters on the fly.

Rescue fish





## Design Pillars

### One Mechanic Per Character

Each character should revolve around a unique core mechanic—easy to grasp, but with surprising depth. Players should be able to discover multiple uses and strategies through experimentation, expressing their creativity and mastery over the mechanic.

### Fun for Kids and Adults

The game must be accessible and engaging for both children and adults. A 7-year-old should be able to pick it up and play, while an older sibling, parent, or mentor finds delight in its nuance. It's a shared playground that encourages co-op play, conversation, and laughter across ages.

### Whimsical Fun

The essence of the game is playful, silly fun. Every interaction—from blowing up shells and launching bubbles—should spark a smile or a giggle. The joy of watching each other fumble, or succeed is core to the experience. Whimsical isn't just in the visuals; it's in the feel of the play itself.







## Core Mechanics

### Place Blowfish (Bombs)

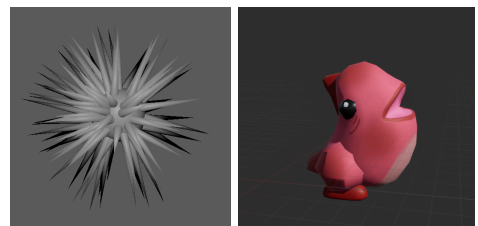
Player places a blowfish which blows up after a few seconds. It is able to defeat enemies or break certain obstacles.



*Blowfish that will explode after a few seconds.*

### Avoid Traps and Enemies

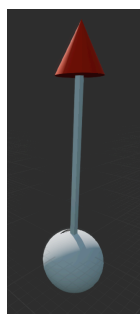
Players must overcome obstacles such as traps and enemies, so that they can reach the goal and rescue the fish.



*Spike traps are represented as sea urchins. And Enemies represented as the red character.*

### Escape

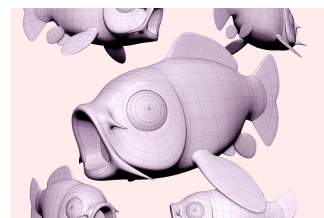
When players walk over the goal post, they will end the level and successfully rescue the fish they picked up..



*Goal post for players to exit the level.*

### Collect Fish

Walk over to rescue fish stuck inside nets. Once rescued, fish will follow you from behind, till you reach the goal. Once you have rescued fish, they can move into the coral reef.



*Fish that are trapped in a net. They will be placed in the level.*



## Character Swapping Mechanic

While in single player mode, you are able to swap between two different characters, each with one ability. Each ability will be essential to solving puzzles in the level.

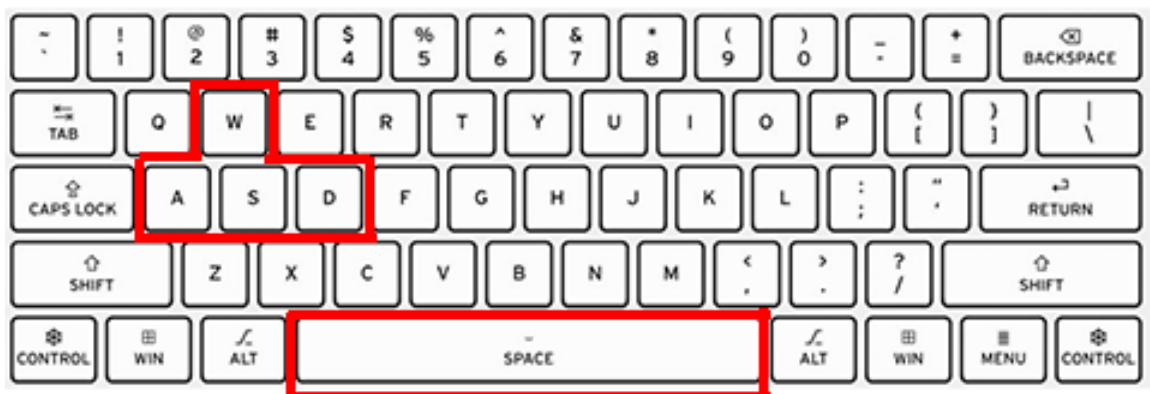




## Controls

### Player Movement:

Key	Action
W	Move up
A	Move Left
S	Move down
D	Move Right
Space	Drop bomb





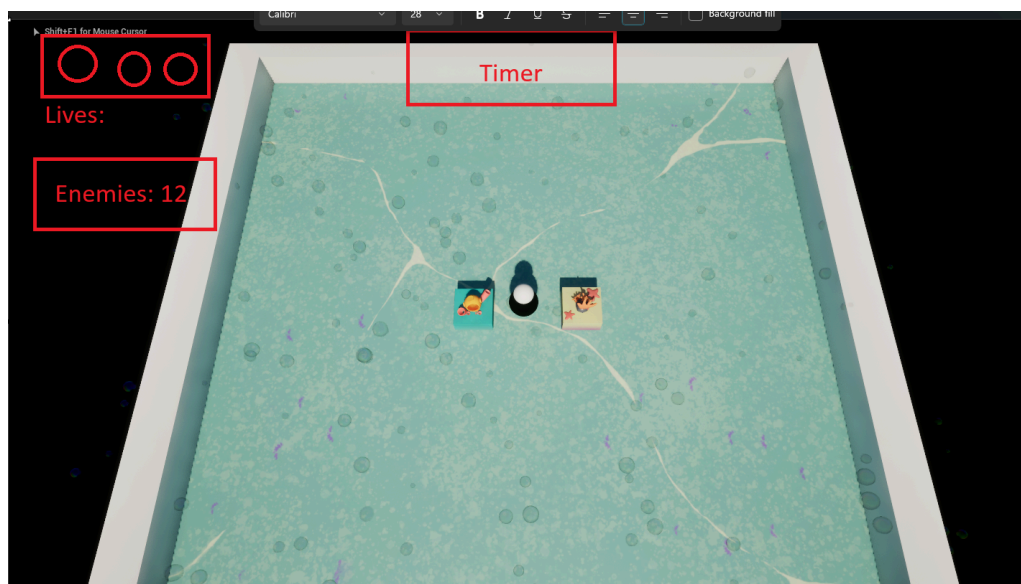




## User Interface

Describe the key elements of the User Interface.

During gameplay, there will be a timer in the middle, player lives on the top left, and the number of goals or objectives in the level.

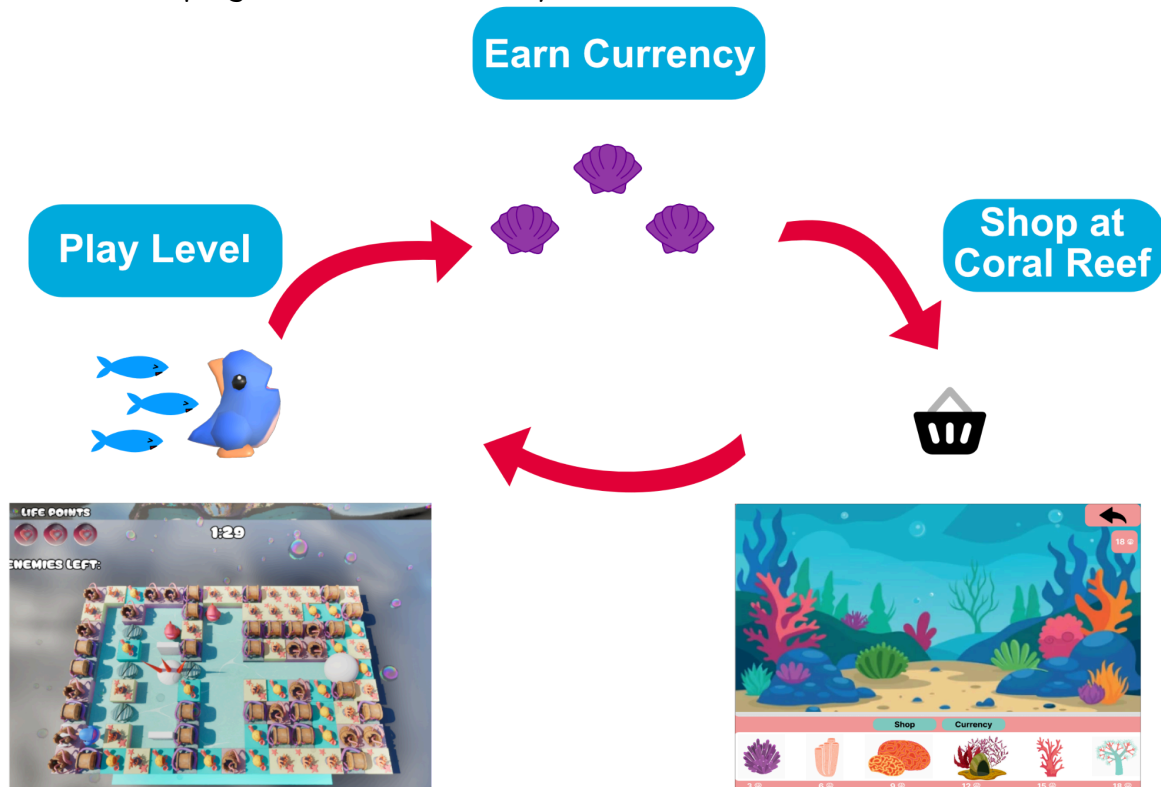




# Game Flowchart

## Core Loop

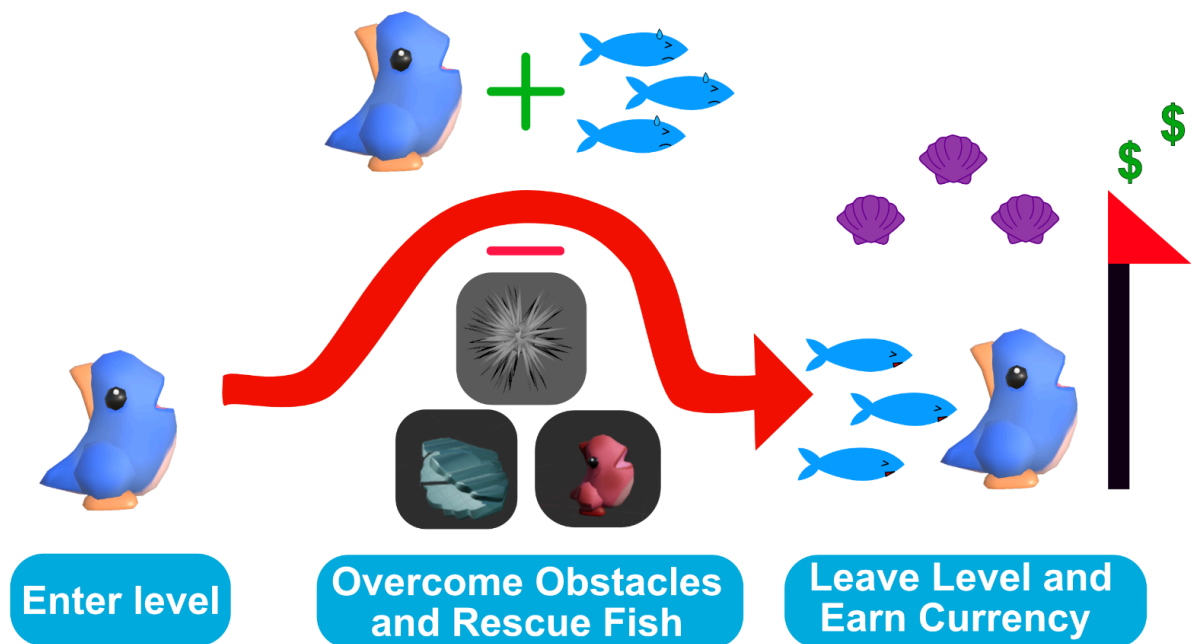
The core of blowfish bash will revolve around entering levels to earn currency, which is then spent when you exit the level, and enter a coral reef. In the coral reef, you can meet the fish you rescued, and can spend your currency decorating the coral reef. Helping the fish feel like they are home.





## Level Loop

Players will play through a selection of maps that have obstacles and fish to save. Each play session will start at one end of a map, and ends when the player reaches the goal, which is the end of the map. On ending the goal players will be rewarded shells, which act as the in-game currency.



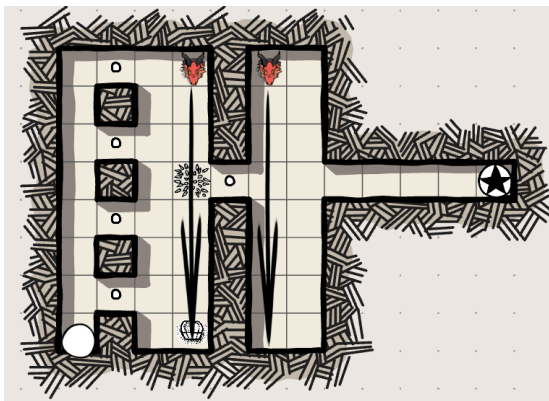


## Level Design

As the level gets deeper, the color of the blue can become darker.

Levels will be laid out via 2D maps. Each level will have a combination of different obstacles which include:

### 2D Map

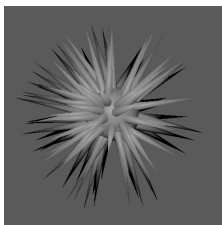


### In Game Map



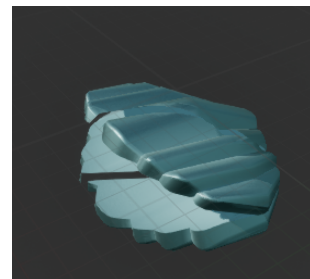
### Obstacles

#### Spike Traps

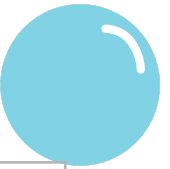



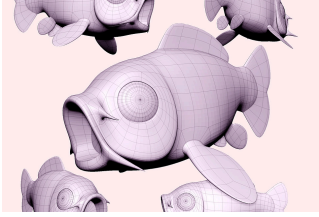
Sea Urchins that are represented as spike traps in the game.

#### Breakable Blocks



Shells that will block the player from progressing through the level. Which have a small crack to remind the player it's



	breakable.
<p><b>Patrolling Monsters</b></p>  <p>Monsters that will be patrolling in the level.</p>	<p><b>Collectibles</b></p>  <p>Fish that you need to rescue to complete the level.</p>



### Level Cleared Menu

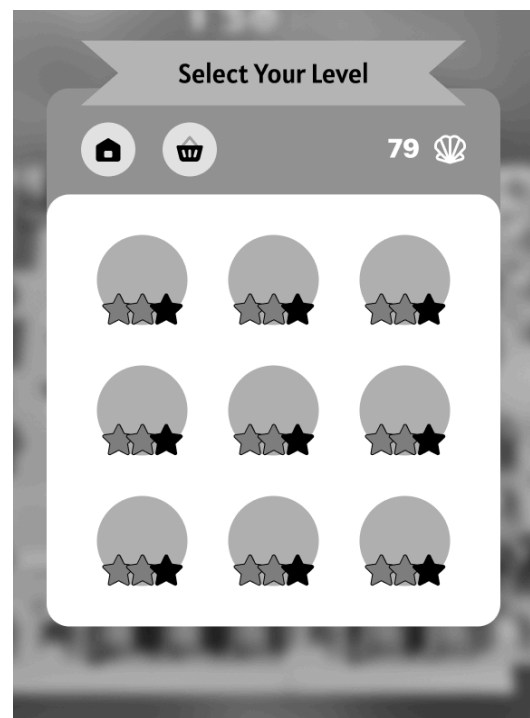
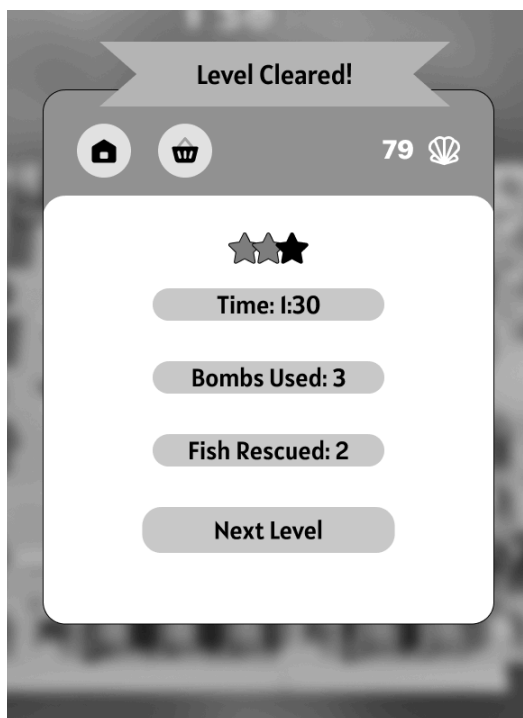
After the level is cleared, the player will be scored based on different objectives in the level.

These objectives are:

- Time cleared
- Number of bombs used
- Number of fish rescued

### Level Select Menu

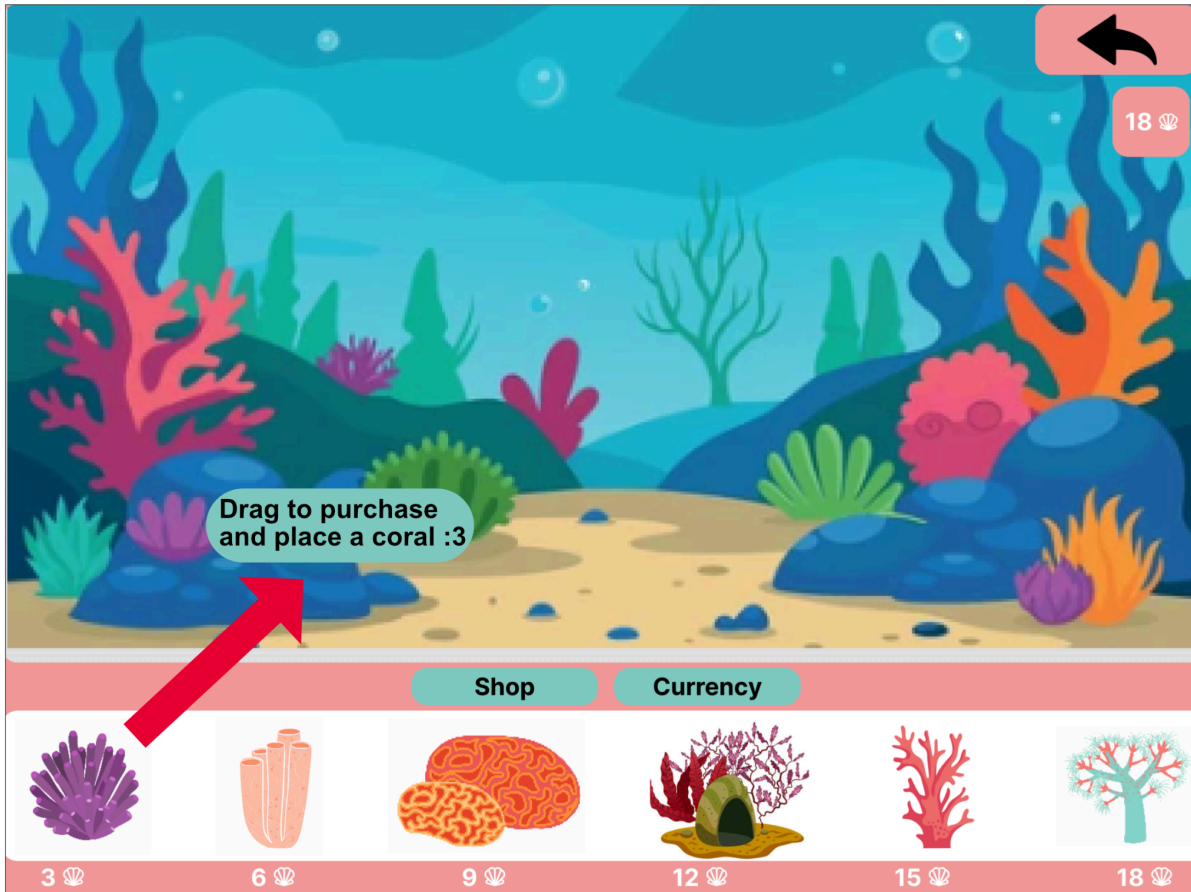
After finishing a level, players can come back to the level select menu to try out levels they have finished once more.





## Shop and Decoration Gameplay

When players finish levels, they will receive a currency called shells. Shell's are obtained by completing the level and rescuing fish. Shells are spent to buy decorations for the fish's home via a fish tank.

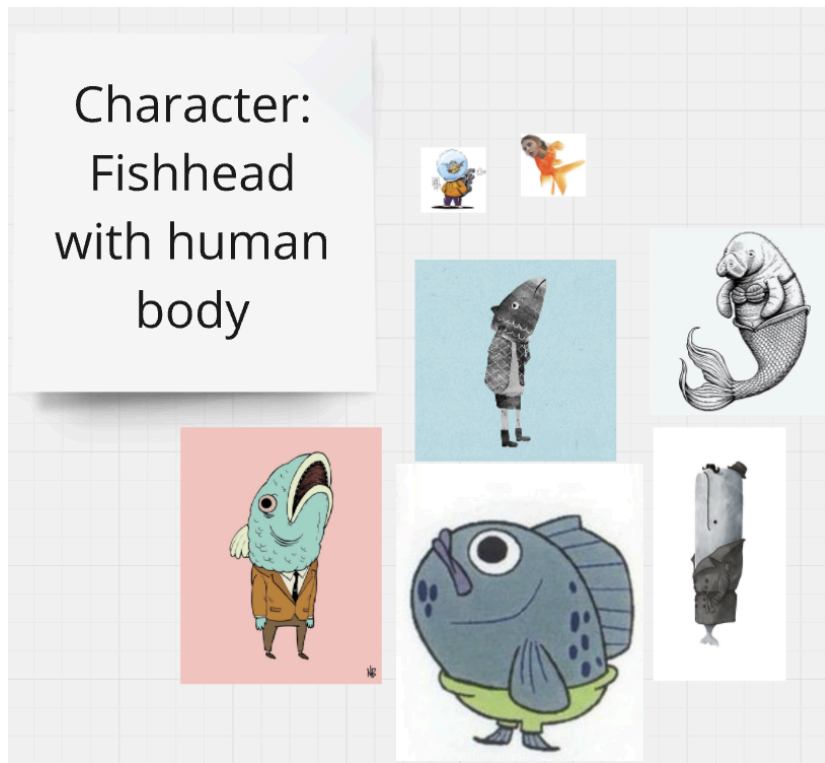




# LOOK & FEEL

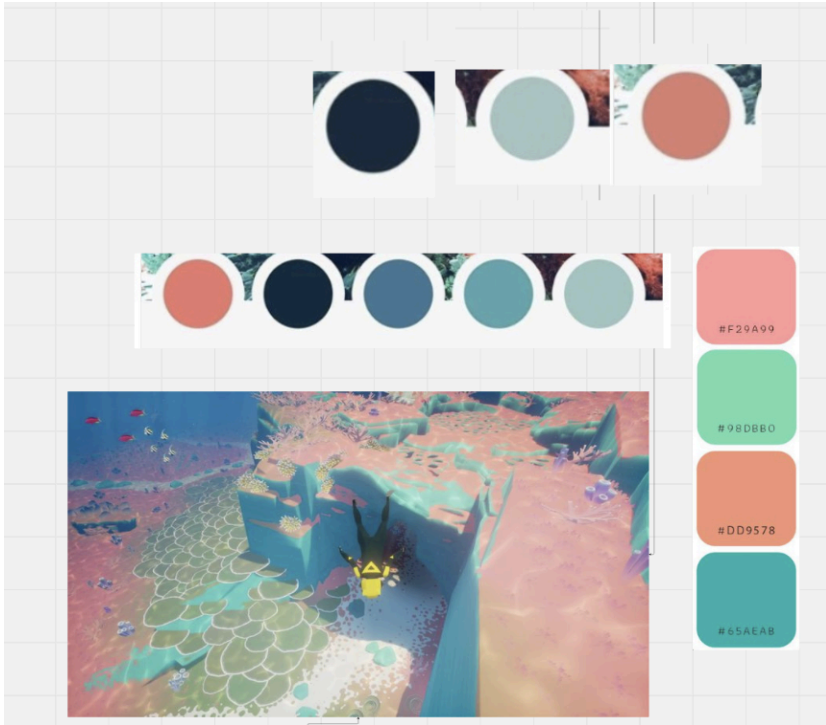
## Mood Board

### Character Mood Board



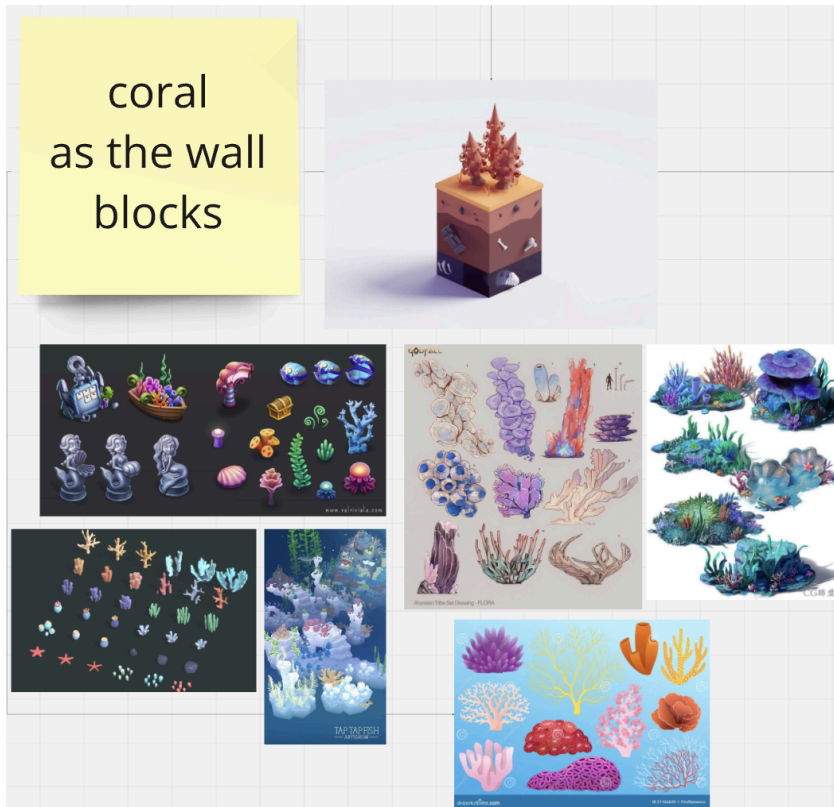
### Environment Color Palette



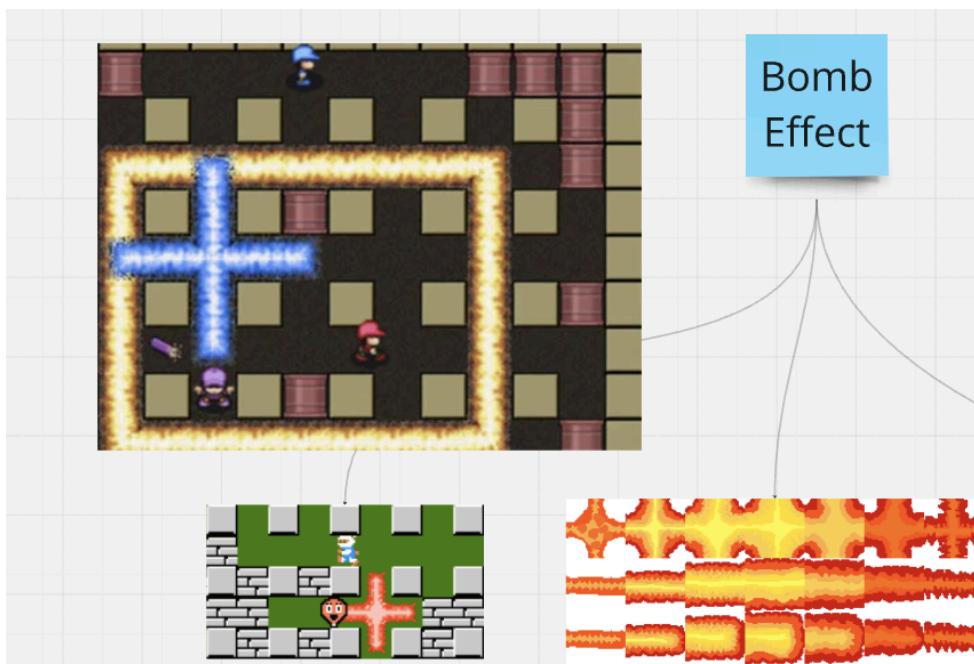




## Mood Board for Tiles in the Game



## Top Down Third Person Moodboard







## Audio Overview

Sound in the game should emulate being underwater, while still allowing it to feel goofy. So explosions from bombs need to sound like it is underwater, but arming the bomb does not need to sound realistic or underwater.



## Game Economy

The game will have its own self contained economy. The two main currencies in the game will be shells and seaweed dollars.

### Earning Shells

Shells will be earned via finishing a level in the game. Players will be able to earn up to three shells per level. The potential shells that players can earn are simulated on the table below.

Levels	Shells
Level 1	3
Level 2	3
Level 3	3
Level 4	3
Level 5	3
Level 6	3
Level 7	3
Level 8	3
Level 9	3



Level 10	3
<b>Total</b>	<b>30</b>

## Decoration Shop Prices

These are the list of the decorations, as well as the prices associated to buy each of them.

Decorations	
Items	Price
Seaweed	3
Coral	6
Shell	9
House	12
Total	30



**Decoration Income Rate (Generates Seaweed Dollars)**

These are the list of decorations and the estimated amount of seaweed dollars players can earn from buying them. Seaweed dollars will be earned each minute per unique decoration.

Decoration Income (Generates Seaweed Dollars)		
Decoration	Income/Minute	Income/Hour
Seaweed	5	300
Coral	8	480
Shell	10	600
House	20	1200
Total	43	2580

**Fish Food Price List**

These are the list of fish food players can buy and the associated prices to buy them.

<b>Fish Food</b>
------------------



Items	Price (Seaweed Dollars)
Pellets	5
Snacks	10
Meals	15
Gourmet Food	25
Total	55





# TARGET AUDIENCE

## Who is your main target audience?

Younger Audience 9+

All genders

## What are they into?

My audience likes fantasy and exploration. They like less skilled work as play. They like something between calming and thrilling forms of play.

## Where do they “hang out” (online, or in real life, etc)?

How do they find news, opinions and information?

How do they share information and opinions?

## What other games do they love, and why?

Candy Crush, Bejeweled, Cut the Rope, Where's my Water?

- My audience likes casual games that have puzzle elements.
- They want short play sessions that they can jump into at any time.
- They like a level based structured game with ratings at the end of the level.



How does your game appeal to their **needs and desires**?

- My game will have some puzzles and objectives.
- The play sessions will be 1-3 minutes.
- There will be casual elements that reward the player for not playing the game.
- There will be a scoring system that scores how well the player finishes the level.
- The puzzles will not be complex and can be completed in a short session.