TABLE OF CONTENTS

Scuba diving is a way to explore a whole other world here on earth, but you have to be well-trained and well-prepared in order to make diving safe and fun for everyone involved.

Earn points by visiting different diving locations and completing tasks. The order that you decide to perform actions in will affect the length of your dive and how many points you can accumulate. A smart diver knows that it's not a good idea to try to do too much in one dive! Choose your depths and destinations carefully so as to optimize your use of the resources at your disposal.

As you become more experienced, the rate of your oxygen consumption decreases, allowing you to go further and see more.

GAMEPLAY

Guide a team of two divers through different locations and collect points for each location visited. Return to your starting point before you run out of time. How much time you have underwater is affected by how deep you go and the rate of your air consumption. The deeper you go, the shorter the dive, but the greater the potential rewards.

In top-down view, the player first navigates to the dive location, sort of like a world map. This allows the player to choose the level. Players can also return to the "boat" which then allows them to choose an entirely different map and set of wrecks. Once at the chosen dive location, a side view comes into effect and players may then navigate the level to points of interest such as different portions of shipwrecks, wildlife, and lost equipment.

Carrying lost equipment to the starting point uses up air faster due to the extra effort, but there is a bonus modifier to the score for being a helpful diver.

Encountering wildlife adds to the player's score unless they touch it, in which case they receive a penalty. The diver's motto is to take only pictures (or lost equipment) and leave only bubbles.

Seeing points of interest adds to the player's score and adds to the player's experience, which goes towards bettering the player's rate of air consumption.

Players must return to the exit of the level before they run out of air. Players who return to the entry level with more than 500 PSI of air left in their tank receive a bonus for being safe divers.

How each player chooses to use their resources is up to them and there are many different routes to a high score, but the unifying themes are safety and respect for one's environment.

Each score over a certain amount counts as a logged dive, and every 5 logged dives, the player's air consumption rate automatically gets better. Achieving the max score in a level slightly increases the player's air consumption rate.

At first, a diver may only be able to visit certain parts of the map due to their limited experience level, and may only be able to do one or two things on the map before they must return to the starting point.

Instead of using an actual timer, a player's actions will be divided into movement and action, with each square of movement and each action having a different assigned amount of time and oxygen required to complete them, thus depleting the time and oxygen bars. Carrying an object such as a lost item will cause that amount to be times by one-half, or perhaps doubled. Certain depths will also deplete oxygen faster (at a rate of 2x every thirty feet, perhaps).

CHARACTERS

SCUBA
Scuba has just received her certification and is looking to gain diving experience. She is a plucky young woman who loves a challenge.

BUDDY
Buddy is Scuba's friend who has been diving for some years. Buddy likes to let Scuba take the lead so that she can gain experience, but always helps out if Scuba is in a pinch.

THE DIVEMASTER
The Divemaster is in charge of making sure every diver makes it safely on and off the boat. The Divemaster is there to answer Scuba's questions and to review her dives with her when she has completed them.

ENVIRONMENTS

The deeper you go underwater, the less certain wavelengths of light are able to penetrate. Near the surface of the water, things are bright and there are lots of colours. As you go deeper, reds and oranges disappear first, then yellows, until one is left with green, blue and brown. The deeper one goes, the darker it gets.

For this demo, there will be two levels:
MORRISON QUARRY, which will form a tutorial level and will later contain "unlockable" Specialty Dives as players gain experience and level up. The water here is clear and blue, and there are many possible locations. In the tutorial, these will be limited to four points of interest: The Plane, the Boat, the Shark, and the Submarine. Later dive possibilities here will include The Abyss, The Box, and a Night Dive.

THE CONESTOGA, which will feature a current that causes the player to drift and a great deal of wildlife, is a good dive because it is only 25 feet deep. The visibility is not good in this level. A future bonus portion of this aspect could be a special "drift dive." Points of interest include The Prow, the Boiler, and the The Smokestack.

ITEMS AND MAP OBJECTS

LOST EQUIPMENT
At times, players will encounter pieces of lost equipment, which they can pick up and carry to the exit for bonus points. However, these extra pieces of equipment increase the rate of air consumption. The two most common ones will be weight belts/pockets and snorkels.

POINTS OF INTEREST
These affect the geography of the map. When a player gets close enough, they receive points for visiting them. They are largely dependent on the level.

MINIMUM SYSTEM REQUIREMENTS

As of yet unknown.

CONTROLS

MOVE: Left Arrow: Left
          Right Arrow: Right
          Up Arrow: Up
          Down Arrow: Down

SPACEBAR: Pick up object/drop object.
ENTER: Interact with point of interest.

AUDIENCE

This game is appropriate for all ages – there will be no depictions of violence. Beyond that, the game is aimed at adults.

MARKETING

As of yet unknown. The game will have some elements of free exploration, but with a time limit and environmental constraints. There may be the possibility of an unscored and untimed version, unlockable.