Jim Dives Deeper

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Game Overview

One-Liner

Play as a competitive diver as you flip, spin, and pose your way to the deepest depth and the highest level of competition.

Genre

Rhythm Game

Game Concept

Deepest Dive is a 2D rhythm game about a competitive diver performing tricks mid-dive to reach the deepest depth they can.

Inspired by games like Guitar Hero, Dance Dance Revolution, and Rockstar Santa, Deepest Dive has you timing holding poses to increase the depth of your dive.

Unique selling points

Goofy
Fast-paced action game
Rhythm based gameplay

Narrative Design

One-Liner

Jim is a diving enthusiast whose goal is to dive deeper than they ever have before.

Game Setting

Jim is diving into a pool from unimaginable heights.

Game Mechanics

Overview

As a diving enthusiast, the goal of the player is to master the art of "Dive Posing" to achieve the greatest depth from a single dive.

Player Poses

- The player can select from 5 poses
- There are 5 poses that are associated with each cardinal key (left, right, up, down)
- Silhouette of the poses move upwards from the bottom of the screen towards the player character
- Player must time the press of each key when the silhouette of the pose overlaps with the player character
- These keys will be worth (2 points (can change))

Mechanic 2 (Boost Toot)

- Space bar can be pressed in combination with the 4 cardinal keys making the player fart while performing their pose
- The silhouettes will be outlined showing distinction between the regular silhouettes
- These combo keys will be worth (3 points (can change))

Mechanic 3 (Streak)

- Hitting each key consecutively makes the player go on a streak. Once the player is on streak, their predicted depth score gets multiplied.

User Interface & Controls

Menus

- Start Menu

- Pause Menu

Controls

Menu Navigation
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Player movement
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In-Game UI

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Player Experience

Level structure

- The player character is seen standing on the edge of the diving board.
- The player jumps off and they are seen plummeting down, air whooshing by
- As they fall, different poses surrounded by a blue ui circle will appear hurtling towards the player from the bottom of the screen.
- Each arrow key (cardinal direction) is associated with a different diving pose. They must press the associated key with the pose that comes next when it overlaps with the player.
- When the player finishes the sequence, the camera cuts to underwater. The player is seen diving into the water, sinking to the bottom. After this the camera zooms to one of the markings on the side, showing a closeup of the depth achieved.

Each level would increase in difficulty, requiring the player to input more and more poses to reach the increasingly deeper depths. They would start at shallow depths, such as diving into a kiddie pool, and eventually progress to the olympics (or Mariana's Trench/Atlantis?).

Gameplay Progression

To complete each level, the player must reach a specific "depth" that can be achieved by pressing the right key and timing it correctly which rewards them for points which is

then converted into "depth". The player can also surpass the specific depth requirement if they do well enough.

Visual Design

Mood board

Color palette

Sound Design

Music Feel

Sound effects

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Mood samples

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Unity

Scene 1: Menu
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Scene 2: Gameplay 1
- Character is seen standing on the edge of the diving board. The character jumps off and they are seen plummeting to the ground, air whooshing by
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- Each arrow key (cardinal direction) is associated with a different diving pose. They must press the associated key with the pose that comes next when it overlaps with the player.
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Scene 3:
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Scene 4: