

[MATCHING GAME]

Catch the same fishes!

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SECTIONS I: State your title of the game. Explain your storyline and explain how game will build this storyline.

Catch the same fishes!

Today is a fun fishing day! Let's go to the beach for catching various sea creatures! If you catch two identical creatures, you can take them! It will be yours! You can start catching fish with either a fishing rod or a net.

SECTIONS II: Flow of the story with the game (design aspect)

Splash page



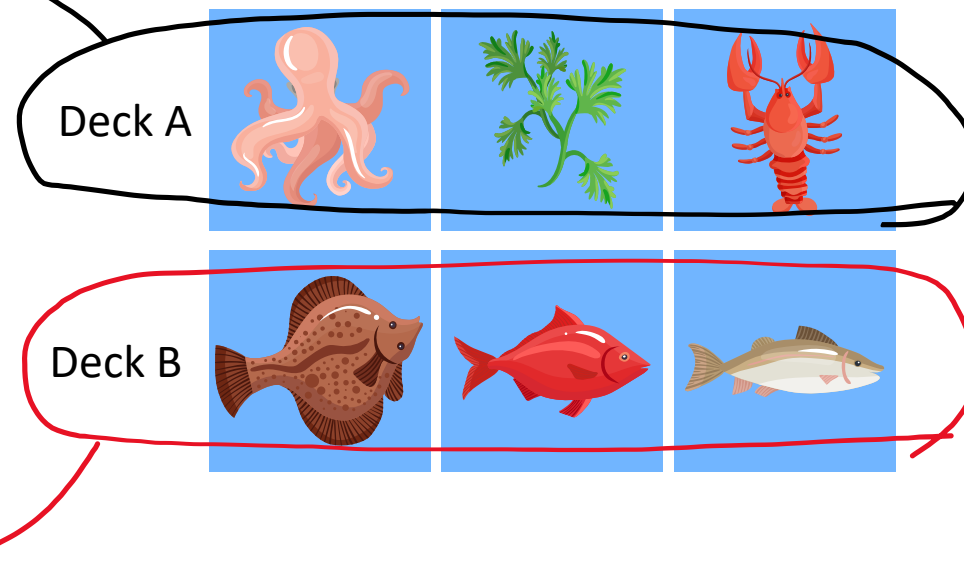
Go to the beach to go fishing.

Buttons



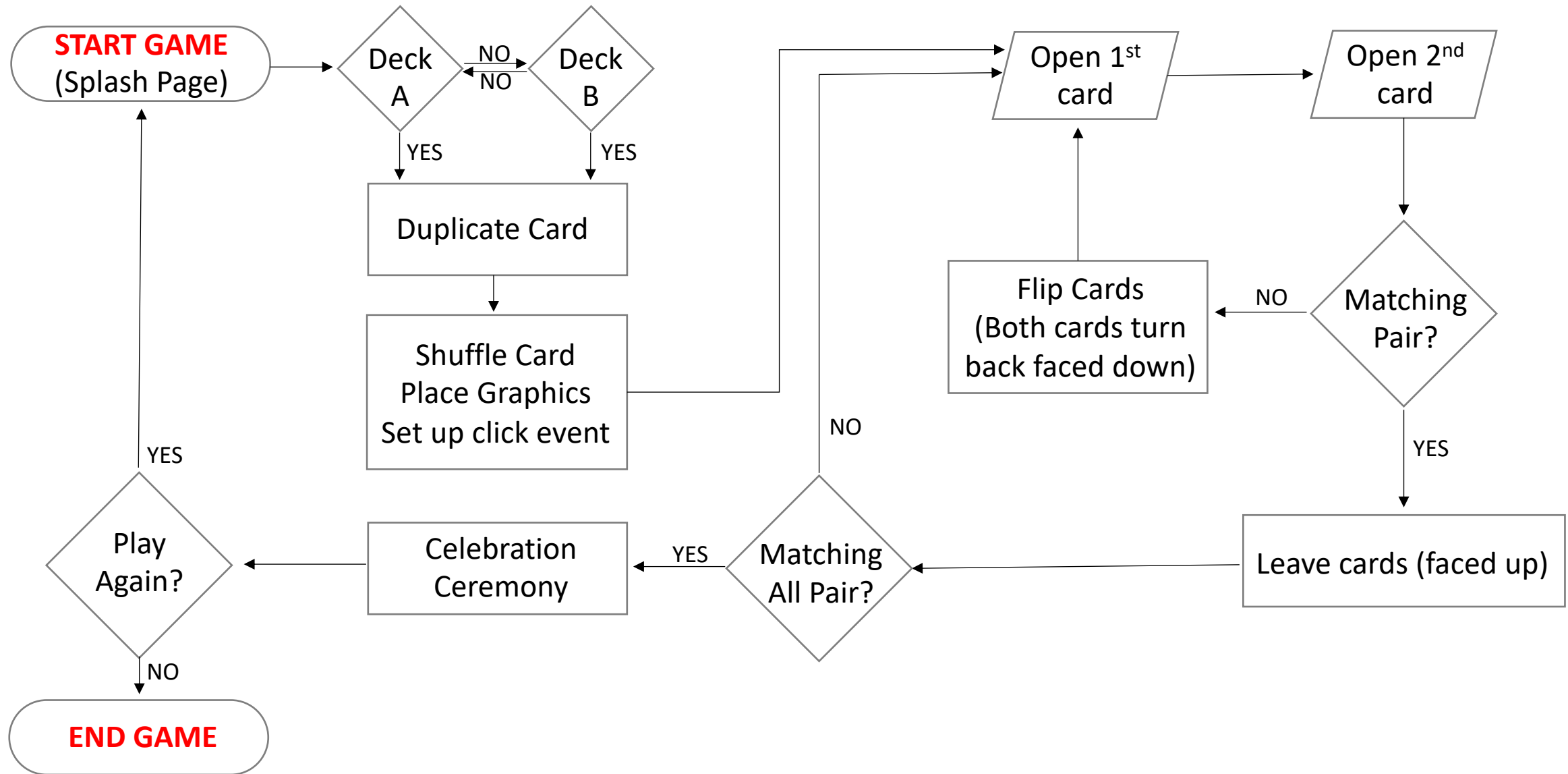
Choose your fishing gear.

Cards



User can catch different types of sea creatures with your chosen tool. If you catch two identical creatures, it will be yours.

SECTIONS III: Criteria of the game (technical aspect)



SECTIONS IV: Brief describe your Splash Page

Splash page



'Let's go fishing' splash page will change to choosing gear page. The user can choose either net or rod. The two fishing tools each show a deck of cards with different graphics. User can catch various kinds of fish(Deck A) with the fishing rod, or user can catch clams and seaweed (Deck B) with the net.

SECTIONS V: Extra Features you may attempt to do

the amount you caught



Celebration Ceremony : Seafood
(matching all pair of card)

