

Museum of Mechanics : Fishing - Golden Path DOC

BLUE SKY

Pre-Launch

1. Player downloads and launches game

On - Launch

2. Player spawns at the museum atrium, located at the **center of the Sunburst**.
 - a. On first launch a **popup will display controls and direct them to a nearby Pedestal**
 - b. This **Pedestal** will display info about the project and encourage player to explore the museum
 - i. There will be a **glowing map display next to the pedestal** that the player can use to orient themselves and plan where to go.
 - c. **The museum wings will be organized by system**, the player can easily choose what system to browse first
 - i. **Wings extend out of the atrium in a sunburst pattern**
 - ii. **Games are displayed chronologically**, with older games displayed closer to the player Spawn point

Game

3. Once oriented, player can walk down one of the sunburst nodes and interact with exhibit minigames by pressing "E".
 - a. Each **minigame showcases a fishing mechanic** from a game released on that wing's respective system
4. Player can approach these exhibits and read a plaque that explains:
 - a. **The source game that inspired the minigame (Including studio & developers, where it was made, and highlight the engineers behind it)**
 - b. **The source game's release year**
 - c. **Type of fishing mechanic (Core Fishing Game, Side Fishing Game, Micro Fishing Game)**
 - d. **Importance or relevance to the genre / concept of fishing games (Ex: First use of timing, first example of a reeling mechanic, etc.)**
5. The plaque would also **note the researchers, programmers, and artists** that helped make the particular exhibit minigame function.
6. Once the player completes an exhibit, they can continue walking down to the end of the sunburst, or **warp back to the start to explore a different wing by clicking a button prompt**
 - a. Given the Sunburst pattern of the museum's design, once the player completes a wing they can walk around the perimeter of the sunburst to explore another.

More Practical / Realistic

Pre-Launch

1. Player **downloads** and launches game or plays in browser through Itch.io

On-Launch

2. Player spawns inside the museum. **A popup displays controls and directs them to a nearby Pedestal**
 - a. **Pedestal displays a summary of the project and directs them to the nearest exhibit**

Gameplay

3. Player is now free to explore down a single, curved walkway.
4. Player can approach various fishing exhibits along their path and **interact with them by pressing 'E'**
 - a. Doing so will transport them into a minigame
5. Each exhibit will have a nearby plaque explaining:
 - a. **The source game that inspired the minigame (Including studio & developers)**
 - b. **The source game's release year**
 - c. **Type of fishing mechanic (Core Fishing Game, Side Fishing Game, Micro Fishing Game)**
 - d. **Importance or relevance to the genre / concept of fishing games**
6. **The museum will be organized in chronological order.**
 - a. The first exhibits players see will be from the progenitors of the fishing game genre and later ones will highlight specific mechanics and notable iterations on the genre
7. Museum is **designed like a spiral**
 - a. **Exhibits toward the top of the spiral will display a fishing mechanic's inception**
 - b. **Exhibits in the middle and bottom will show how a mechanic evolved over time**
8. Once the player reaches the end of the spiral, they can read **a plaque containing credits for all the people who worked on the Museum**, as well as credits for ever recreated minigame and source game.
9. When credits are finished, player can exit out of the game or teleport back to the start of the spiral to explore the exhibit again