HIGH CONCEPT DOCUMENT · GLOBAL GAME JAM 2025

Shark'Eat!

A 1v1 local arcade duel: one player steers a shark by waving a real fish, the other fights back by blowing bubbles into a microphone.

Prepared by Ethan Navarro | Global Game Jam 2025 · Neapolis, Vilanova i la Geltrú | Jam theme: Bubble



LOGLINE

A hungry shark, a grumpy bubble cannon and two players who swap sides. Eat as many fish as you can and dodge the stinky ones, then take the cannon and freeze your rival with bubbles. Blown out of your own lungs.

THE HOOK

The controllers are the joke. The shark player holds a **3D-printed fish** with a gyroscope inside and tilts it to swim. The cannon player aims with a joystick and fires by **blowing into a microphone**. That way the jam theme, *Bubble*, is something you do with your body as well as something you see on screen. It's as much fun to watch as to play.

HOW A MATCH WORKS

- **Round 1.** Player A is the shark and eats fish to score before time runs out. Player B is the cannon. Any bubble that hits the shark freezes it for a few seconds, and that is time it can't spend eating.
- **Round 2.** The players swap roles.
- **Result.** Each player's total is the points they ate minus their penalties. The higher total wins.

WHAT'S IN THE WATER

Fish	Points for the shark
Stinky fish	Takes points away
Plastic bag	Takes points away
Pufferfish	Stuns the shark
Cannon bubble	Freezes the shark for a few seconds

FACT SHEET

GENRE
Asymmetric local versus arcade

PLAYERS
2, same screen (1v1)

PLATFORM
PC + custom Arduino controllers

FALLBACK INPUT
Keyboard, with the mic still used for bubbles

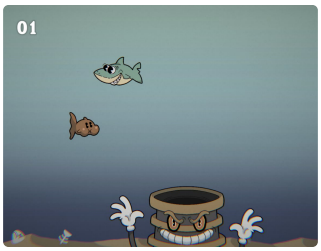
MATCH
2 timed rounds, roles swapped

ENGINE
Unity · C#

HARDWARE
Arduino, MPU-6050 gyroscope, analog joystick, microphone module, 3D-printed fish shell

ART
2D hand-drawn, 1930s cartoon look (Aseprite)

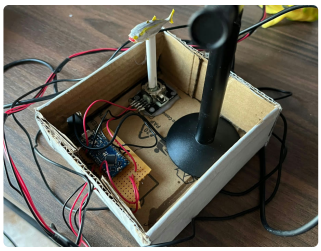
TEAM
5 people



The shark hunts while the grinning cannon guards the seabed



Shark controller: 3D-printed fish with a gyroscope inside

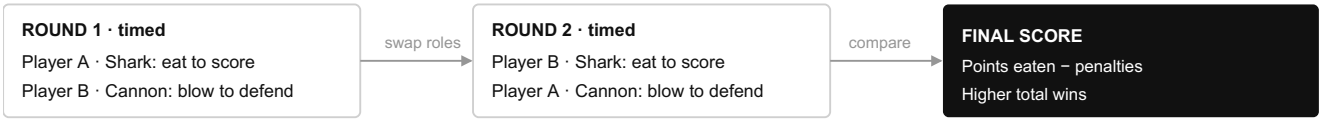


Cannon controller: joystick, microphone and Arduino



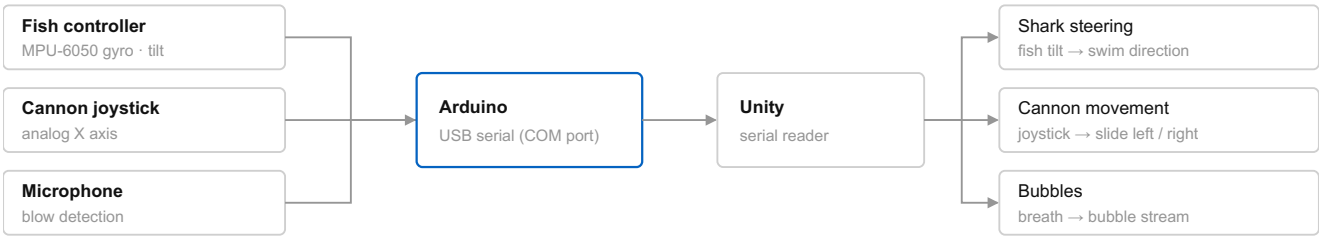
"Yum!": every bite gets a comic burst

MATCH FLOW



Each round ends on a silent-film title card: "Time's Out! Points: N".

INPUT DESIGN



Main menu: a serial-port field and a "use gyroscope" setting. Keyboard fallback for public demos: arrow keys move the shark, A/D move the cannon, and players still blow into the mic.

DESIGN PILLARS

1. The controller is the joke

Waving a plastic fish and blowing at a microphone looks ridiculous, and that's the point. The fun extends to the people watching, which suits a jam floor or an expo stand.

2. One screen, two jobs

The roles are asymmetric. The shark scores, while the cannon never scores: its only job is to freeze the shark and deny it points. Each player plays both roles, so the match stays fair and nobody gets stuck with the less fun one.

3. Readable at a glance

A single screen, one big score, one-word feedback ("Yum!") and silent-film title cards. A new player understands the game in seconds without a tutorial.

ART AND AUDIO

A 1930s rubber-hose cartoon look: googly-eyed fish, a grinning cannon with white gloves, a sepia sunburst menu, and silent-film intertitles with ornate frames. The original soundtrack is composed by the team.

JAM SCOPE

- One underwater arena
- Two playable roles: shark and bubble cannon
- Fish that score, a stinky fish and a plastic bag that cost points, and a pufferfish that stuns
- Two timed rounds with a role swap and a total score
- Custom Arduino controllers, with a keyboard fallback

TEAM

Ethan Navarro: concept, gameplay and programming
Lizer Portella: electronics (Arduino, joystick, sensors)
@momophu: art
@mariacarolinalopez: music
Marc (sopadelletres): UI and interfaces