**Game Title:** Seafare

**Genre:** Sandbox, Action-Adventure, Roleplaying

**Rating:** 6+ Pegi E

**Target:** 16+

**Number of players** Singleplayer

**Platform:** PC

**Gameplay:** Seafare is a Third person, open world, sandbox game that will be focused on the player’s actions towards the world in it. The game is simulating a real-life breathing economy of war, business and relations between nations and factions.

At the beginning of the game you will be given control of a ship, controlling the player’s ship is where most of the aspects of the game will fall upon. A player may only control one ship at a time, but he will be able to switch between each of his own ships in an armada. The player will have access to the controlled ship’s inventory, crew information, weapons, equipment and hull modifications.

Each Ship will have their own Armor health, Weapons and Ammunition already in place. But in some cases, they will either be modified or damaged.

***Combat* –** During combat you will be given access to your weapons, your main side cannons, mortars and etc. When initiated with the enemy forces, you will need to defend yourself, the conditions for surviving a conflict is to either sink the enemy forces first or by fleeing the Area of battle.

***Crew* –** The number of crews you have will determine the performance of your ship and the response time of for your commands. Having a decent number of crews on board will favor you more while having less than required or too much will lead to mismanagement and will reduce the crew’s performance.

***Equipment* *and* *Hull* –** Your Ship’s Armor and Equipment Will receive a maintenance every time you get hit by an enemy ship or carrying items over the ship’s capacity. The damages can be mitigated by sufficient supply and the required number of crews.

***Fleet* –** In Seafare you will have access to owning your own fleet, in a fleet each ship must have their own set of ship crew and equipment to properly function, when out of combat they will be automatically controlled by an AI to follow you and report nearby intel such as supplies at sea, nearby islands or fishing areas. In combat they can be issued orders to target a specific ship or to defend an area.

***Factions* –** Factions are each separate group with their own principles and rules, you being the player will be able to decide which of these factions you can trade with, accept missions or initiate combat with. Depending on your decisions your reputation with each faction will either worsen or improve. Accepting missions and completing them will improve your reputation but failing one may worsen your reputation with the mentioned faction. All factions can be interacted with, and each faction already have a default reputation with each other.

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**Story**

Seafare is set in the Caribbean during the times of 17th/18th century where piracy is rampant and thousands of pirates scour the seas, in this time Naval battles is a common occurrence and nations are waging war with each other, it is the Golden age of piracy. Conflict is everywhere and everything is terrible, but also terribly profitable for people with the guts to push forward their business and conduct trades. In this game you can either get lucky and stack up fortunes or get raided by pirates and lose everything in the blink of an eye. Build a strong armada, build up your reputation, unite the seas or send everyone to the bottom of the sea, the choice is yours.



