Introduction

Game summary pitch

Pyseas is an opensource project that aims to create a 2D, top down, turn based board game in Pygame. Where players become pirates and control their own ship. Using a card-based dice system, players explore a dynamic map, complete quests, and battle rival pirates.

Inspiration

Sea of Thieves

Sea of Thieves is the main inspiration towards **immersion** and **exploration.** The game also focuses on competitive aspects in player versus player interactions.

Pillars of Eternity 2: Dead fire

As big fans of role-playing games, we enjoy how the **choices** you make can alter the **outcomes** of the game.

Slay the Spire

In Slay the Spire we looked at **deck building** and how we could integrate this with a **dice system**. This can affect how much your range of possible rolls can be.

Player experience

In a board game setting, time is a valuable resource. We aim to provide players with multiple options during their turn, allowing them to choose how they spend their time. Players can explore the map, encounter world events, complete quests or board other players' ships.

Platform

The game will be developed in Pygame-CE. Our initial focus is on creating a working game loop, with plans to add multiplayer functionality, accessible via browser and local connections, in future updates.

Development software

- Pygame-CE
- Tiled (map editor) for map creations

Optional development software

- Aseprite for graphics and UI

Genre

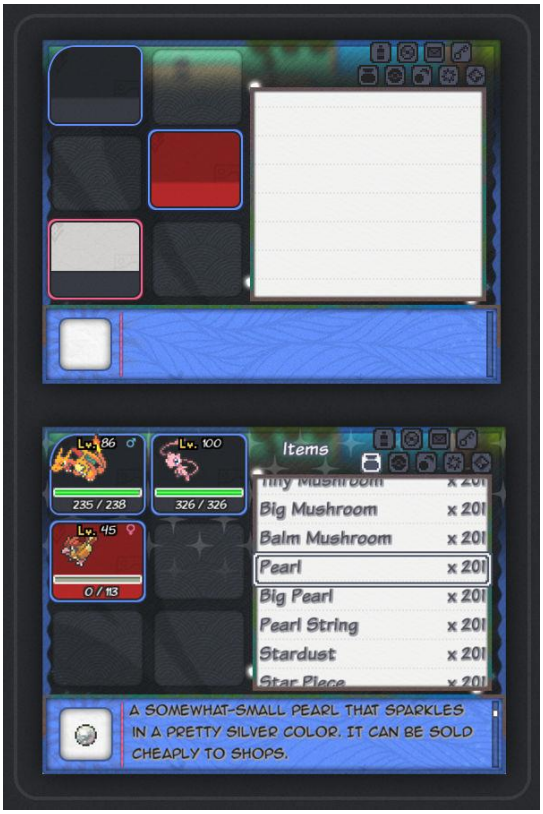
Singleplayer, multiplayer, tabletop board game, pirate adventure, role-playing game.

Target Audience

- This game is designed for tabletop enthusiasts
- It appeals to casual gamers
- Suitable for ages 12 to 70
- Ideal for players who enjoy adventure, role-playing and tabletop board games.

Concept

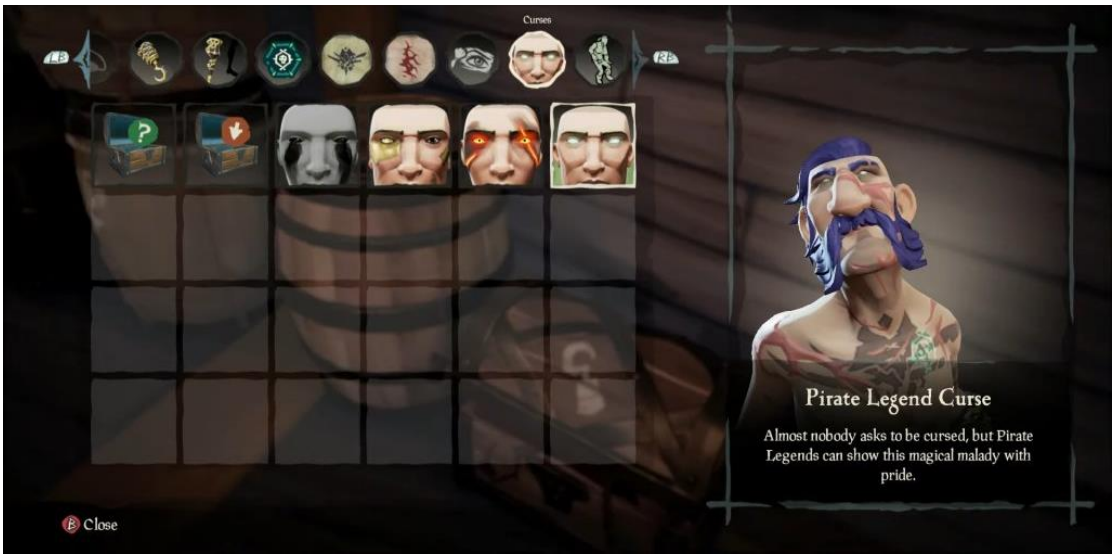
Gameplay overview



The player controls a **customizable ship** and rolls dice to move across the board. We aim to create a seamless **user interface** (UI) that integrates the board with the player's own **map/book**. Like how the old Pokémon games used the 'Pokedex' to manage items, Pokémon, and view the map.

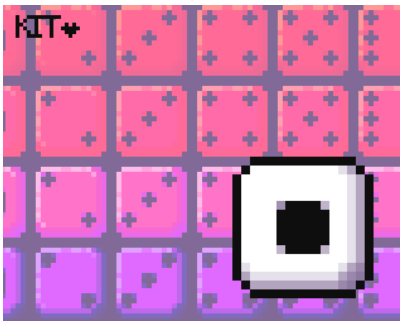
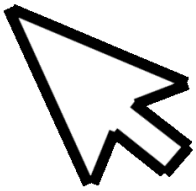
Theme Interpretation (Curse Is Strength)

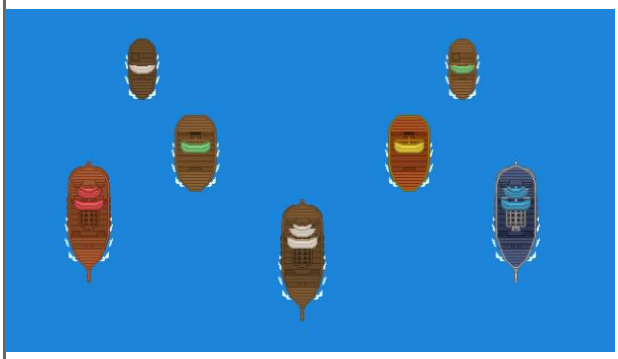
Unlike in Sea of Thieves, where curses are purely cosmetic, we aim to use **curses** more like **status effects** found in role-playing games such as Pillars of Eternity 2.



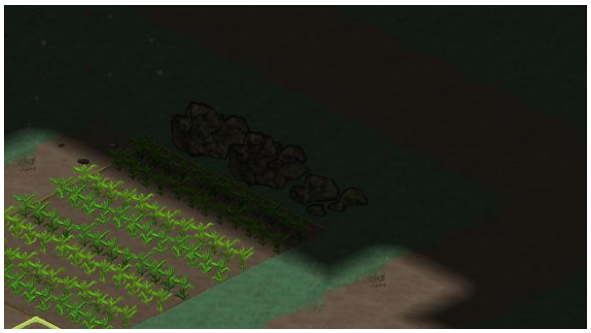
At the start of the game, the player must choose one of the available curses. Each curse influences how the player interacts with non-playable characters, undertake quests, or uses the dice system.

Primary Mechanics

Mechanic	Animated Mockup *(Art not necessarily final)*
Dice Roll Players move across the board based on the number of pips (or eyes) rolled on the dice.	
User interface → Book The player can interact with a virtual book that serves as their inventory, quest log and more.	
Free Movement The player can move freely across the board during their turn with the mouse.	

Mechanic	Animated Mockup *(Art not necessarily final)*
Ship Upgrading Each player begins the game with a starter ship, which can be upgraded to larger and more powerful vessels as the game progresses. Upgraded ships offer various advantages, particularly withing the dice system, such as increased movement, better combat options, allowing players to tailor their ships to their preferred playstyle.	 

Secondary Mechanics

Mechanic	Animated Mockup *(Art not necessarily final)*
Fog of War Limits the player's visibility on the map, adding an element of exploration and uncertainty, forcing players to strategically uncover new areas as they progress.	
Procedural Generation Ensures that the map layout changes with each playthrough, offering unique challenges and environments every time, which enhances replay-ability.	
World Events World events can be triggered similarly to how encounters occur in the old Pokémon games when players interact with 'tall grass' or water areas. These events are dynamic and can happen as players explore certain areas of the map.	

Art

Theme Interpretation

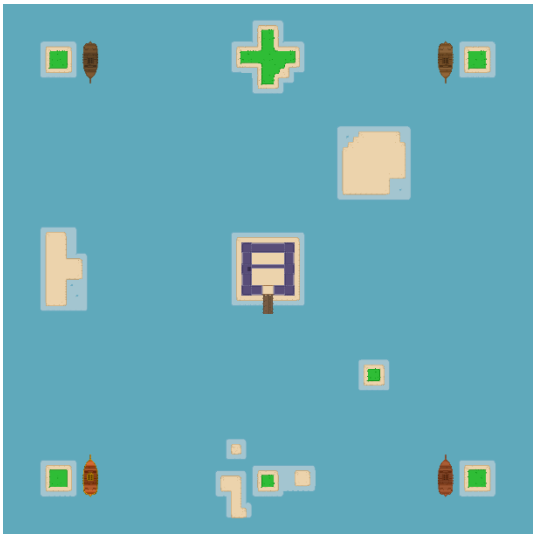
The game will utilize **pixel art**, with assets from **Creative Commons** licenses. The art style will be vibrant and colorful, but certain gameplay elements can alter the color tones to reflect changes in the world map. As players interact with the **environment**, the colors may shift to indicate different moods, states, or reactions, enhancing the immersion and atmosphere.

Design

As an opensource project we adopt a **minimalistic** design approach, allowing the community to have significant input in shaping the overall design of the game. This approach ensures **flexibility** and encourages **collaboration**, giving contributors the freedom to influence the game's development and aesthetics.

Map design

For the project we've created a simple 100x100 tile-based map using Tiled, utilizing 16x16 pixel assets. This serves as the initial **starting point** for the game, providing a foundational layout for exploration and gameplay. As development progresses, this map can be expanded or modified based on gameplay needs and **community feedback**.



Audio

Music

A dynamic and adaptive soundtrack will accompany players as they explore the map. The music will shift in tone and intensify depending on the player's actions and the environment, from calm and mysterious melodies while exploring uncharted waters, to intense rhythms during combat.

Sound Effects

To enhance the experience and add polish, a variety of environmental sound effects will provide feedback and depth to the player's actions. These sounds will be integrated throughout the game, including when using the inventory, world map, menus, settings, and more.

Game Experience

UI

The User Interface (UI) is a central mechanic in the game, designed to track all aspects of the player's progress, including the quest log, items storage, and other key elements. The UI will be easy to use and accessible, providing players with a clear view of their in-game activities and resources.

Controls

Mouse:

- Left click: primary interaction method for navigating the UI and interacting with game elements.

Keyboard:

- Special keys: for interacting with the map, accessing the inventory or instantly focusing on the player.

Development Timeline

Github projects

We aim to use Github projects to manage the development timeline and roadmap for the game. Future features, updates, and milestones will be organized and tracked through Github, with new features and tasks being created via issues. This approach allows for transparent progress tracking, collaborative development, and ensures that the community can easily follow and contribute to the project.

Communication

Discord

For communication among contributors, we use our Discord server. This helps us to stay transparent with progress tracking, reporting on feedback and actively involve the community in the project.