Dogs of The Seas 2 - Game design document

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1. Game Overview

DoTS - 2 Is a 2D pirate RPG game for Mobile heavily inspired by the original Dogs of The Seas that was shut down sometime around 2014 - 2015 due to the developer moving company and no longer following the project.

A pirate RPG in essence where the player is able to trade, plunder and fight in order to upgrade their small town and ships.

2. Game Loop

The player is expected to go through the progressive loop of the game, IE.: sail - > gather - > sail - > upgrade/sell - > sail, repeat, meaning that the game can get quite repetitive, which is why some design features will keep the player interested and focused on managing the ship and its functions.

The loop can also be broken because the player might find more interest in gathering and hoarding, and never sell any items, in contrast, the player may also never upgrade their town, in which case, the player's ships will take longer to upgrade since they need to find materials to upgrade the dock, and thus, construct better ships (more about the dock in the buildings section).
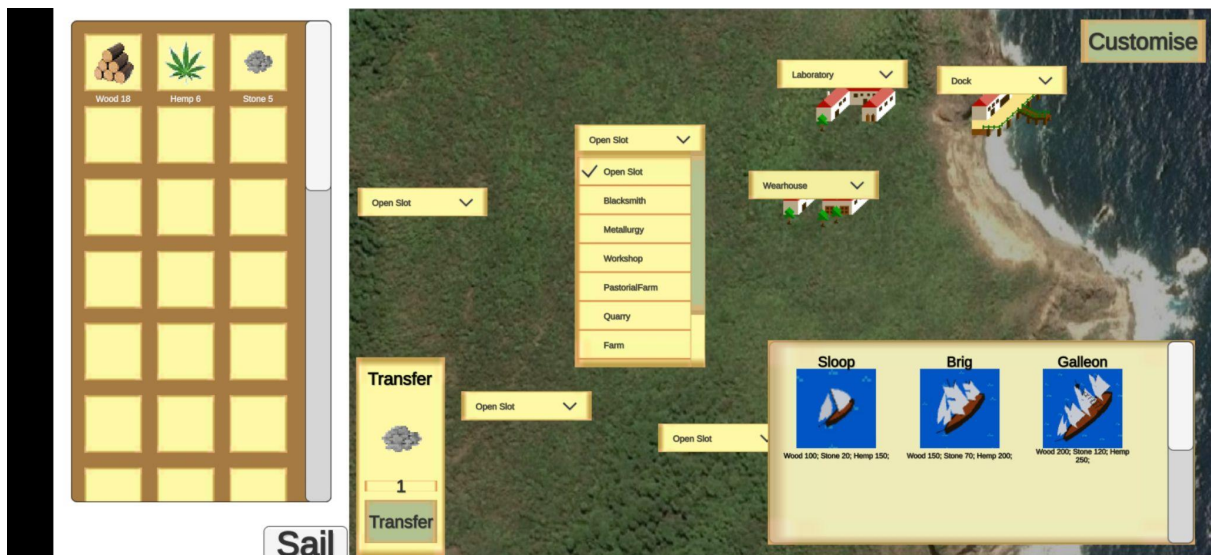
3. Screen Flow

The game features 3 different scenes, the main game scene where the player goes around fighting ships, looting, gathering and trading.

Main game:
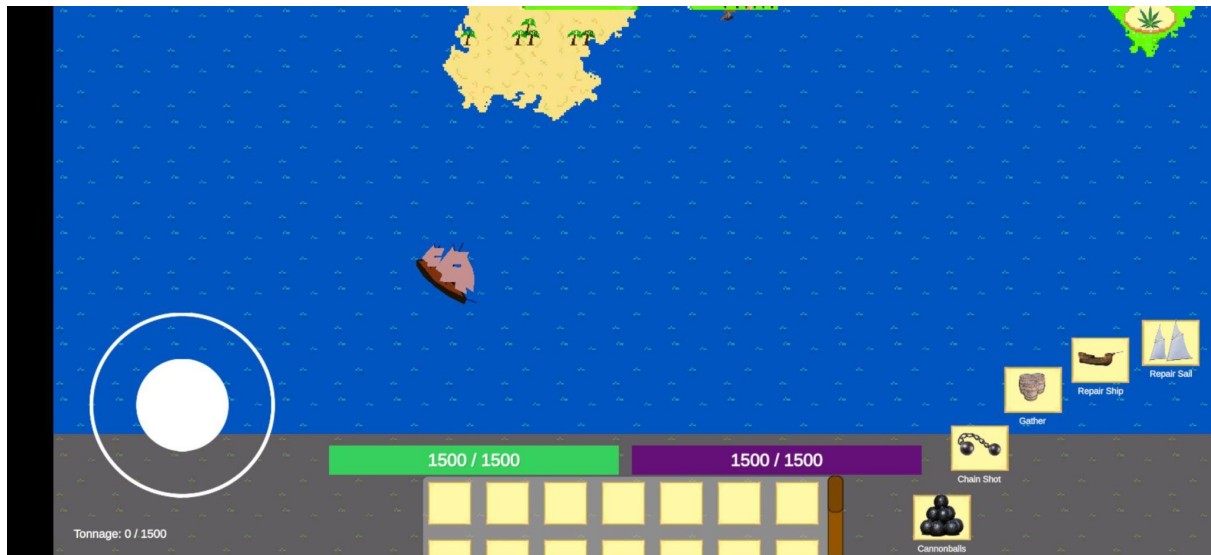
The homebay scene where the player can move items through the homebay inventory and their own boats' inventory, as well as upgrade their town to be able to create resources, as well as new boats.

Homebay:

Lastly, the customisation scene, where the player is able to customise their current boat.

3.1 Customisation Menu

(The menu where the player can customise their boat)

Customization:

- Rotation Slider
This slider will rotate the boat around the unitys" Y axis, or around the boats' mast so that the player doesn't need to move the camera around in order to get to other parts of the boat.

- RGB Sliders
These sliders will change the colour of the piece of the boat that the player has tapped/selected.

4. Gameplay

Everything related to the gameplay and how the game should "feel" for the player

4.1 Camera

The camera is orthographic giving the player an eagle eyed view of the game.

The camera follows the player's ship across the map, and is aware of the map borders, preventing the player from seeing the default unity background.

4.2 Heads Up Display (HUD)

The HUD will sport various types of information:

- Players' Cargo hold and current cargo capacity

To the left of the screen the player will be able to check out the current cargo and its capacity.
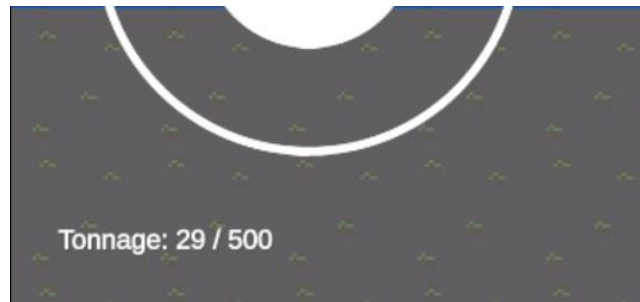

- Combat display

On the centre of the screen the player is able to track their ships' hull health, sail health, on the right, the 5 types of "abilities" each ship has: Cannonballs, Chainballs, Plunder, Repair Hull and Repair sail.
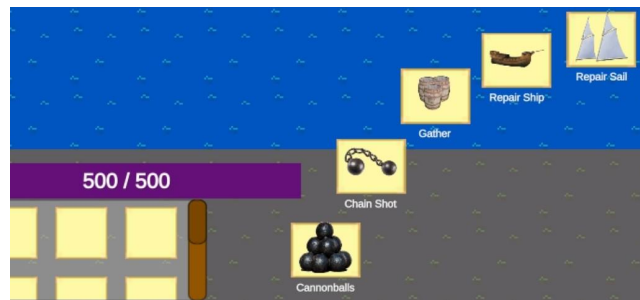
- Inventory

In the centre of the player will see the inventory of the ship, each slot displays a resource, and their quantity, 1 of any type of resource is 1 Tonne, so for example, a ship with 500T capacity, will be able to carry 500T of resources, but these can be different, for example: 300 Wood & 200 Stone.
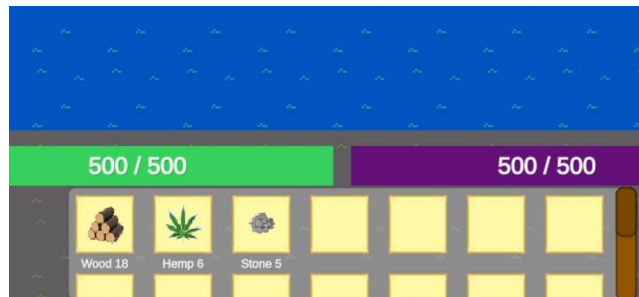
4.3 Game Mechanics

All of the in-game mechanics the game has to offer.

- Combat

For the player to get out of hostile situations, they can use the games' combat system to sink opponents and ransack their loot.

The combat itself is pretty simple, the player taps on an enemy, and, if they are in range, then, by tapping one of the ammunition types, the player's ship will fire at the enemy selected, Cannonballs and have a 10% chance to miss the target entirely, ChainShot, doesn't.

The ships also have differing speeds, which makes it harder to catch up to faster ships, so for example, a galleon, which is slow, will have a hard time catching up to a sloop, a faster ship, but if it does, the sloop will receive some devastating blows.

Chainballs can be used to slow down faster ships, they only do damage to the sails, enabling scenarios where the player will face certain slower ships that will damage the players' sails, and the player now has to manage the repair of the sails, as well as keeping distance in order to not have to deal with high volume of cannon fire.

The ships' hull repair will slow down the ship, not because there is no wind, but because in theory, there would be less people manning the sails, which means that winds could change direction, and slow the ship down. Even though in the repairing process, the player is slow and vulnerable, the repairs are supposed to be used after a fight, in a safe location, however they can be used at any moment.

- Resources

The map is filled with resource spots where players can collect resources from, and each of them has their own capacity, meaning that when they run out, they will be replaced by another resource, after some time (currently this time is not specified).

Each resource has their own rarity, sulphur for example, is a lot less common than wood, making it more expensive. It is also used to make ammunition.

- Buildings

Each player has their own plot of land, the homebay. In the homebay the players will have access to 8 buildings, 3 of which are preset for every player and the other 5 are slots in which the players can choose what to build.

The 3 buildings that are pre-set to every player are the Dock, where the player can build ships and check out their inventory, the Warehouse, where all the resources the player has in the homebay are stored, and the Laboratory that passively produces sulphur.

There are 12 buildings in the game, 9 of which the player can build, since the other 3 are already built for them. Each building produces differing resources or equipment that the player can use to trade, fight or upgrade ships/buildings.

The buildings pre-set for the players are:
(these are the 3 buildings that every player has and can't change)

Dock:
The dock is used to check boat inventory and build ships.

Laboratory:
The lab is there for the player to gain a small but steady stream of sulphur, a very rare resource that is necessary for gunpowder.

Warehouse:
The warehouse is used as a physical storage for the player, and everything the homebay buildings produce will be moved into the warehouse after production.

The buildings that the player can build are:
(keeping in mind there are only 5 slots for these)

Blacksmith:

In the blacksmith the player is able to produce ammunition for the ship, in the form of cannonballs and chainballs, gunpowder to fire the ammunition and coal which has many applications, mainly as a fuel source.

Metallurgy:
The metallurgy uses coal to melt down iron, copper and gold ore into bars for further use, as well as creating cannons for the ships with the previously made iron ingots.

Workshop:
The workshop produces tools using wood, stone and rope.

Pastoral Farm:
The pastoral farm only cultivates cows.

Quarry:
The quarry produces stone and makes stone blocks used in construction upgrades.

Farm:
The farm produces fruit, hemp and cotton for the player.

Wood Workshop:
The wood workshop produces wood and makes planks used in upgrades.

Tavern:
The tavern produces rum and food for the player.

Textile Workshop:
The textile workshop produces rope, hide and fabric for the player.

- Cities
On the map, the player is able to come across some cities that they can trade with. These cities' trades depend on the resources nearby, if they have a resource nearby, then that resource will be valued less than other resources.
The player is able to trade with these cities and grow their economy, since they can get resources from the cities faster than plundering at the cost of some money.

- Currency
Money is a resource, represented by raw gold.

4.4 Controls

The controls are simple: Tap, literally everything besides the joystick is tapping!

5. Bots

Everything about enemies in DoTs - 2

5.1 Levels

The bots are simple, they behave in simple movements, however their level will determine their difficulty, for example, currently a level 1 bot is equal to the player's starting conditions, same ship, same health, same speed, etc…

5.2 Behaviour

The enemies use a simple state machine to switch between behaviours.
The default state is Patrol, where the bot will move between a set of waypoints at random. If the player enters the bot's view range and the bot is hostile, they will follow the player, thus switching to the Chase state, until either the player leaves the view range, in which case the bot would go back into the Patrol state, or should the bot get close enough to the player, the bot would switch to the Attack state, stop, turn and fire (depending on level, the bot may use chainballs or cannonballs).

5.3 Bot hostility

Bots may be hostile or not, this depends on the player's ship and level, bots who are very high level will see the player as a small target, and not bother to attack, and so would lower level bots if the player is very high level (ex.: a level 15 bot would not attack a level 10 player, and a level 5 bot would not attack a level 10 player. This example implies a rule of 5 level differences, which may not be what the final state of the game uses).

6. Audio

All things related to the game's audio.

6.1 Main menu audio

The main menu will sport a pirate shanty background music and every button click will play the sound of an old paper being turned, like the page of an old book.

6.2 Settings menu

The settings menu (if opened through the main menu) will keep the shanty playing (if opened through the game) it will play the shanty from the start, and sport the same sound for button clicks but it will play a sound while the player is changing the audio (this is to let the player know how the change is affecting the sound).

6.3 In - Game menu

The in - game menu will not sport any background music, but it will keep the button clicking sound resembling an old paper being turned, like the page of an old book.

6.4 Game sounds

The game itself will sport music depending on the actions the player is taking, for example, if the player is in combat, the music that plays will be more dramatic and exciting compared to when the player is simply just sailing.

Cannonball fire will be played when a cannonball is shot (every time it's called).
Chainball fire will be played when a chainball is shot (every time it's called).
Plundering will play the sound of people grunting (repeatable).
Hull repair will play the sound of woodcutting and nail hammering (repeatable).
Sail repair will play the sound of sails catching the wind (repeatable).

Note: repeatable sounds will play forever until the player stops that action, while non - repeatable or "every time it's called" sounds will only play when needed.

6.5 Homebay sounds

The homebay will sport a calm, relaxing background music with some grunting.
Each building will sport a different sound depending on what it is, for example, the tavern will play the sound of people talking and laughing when clicked, while the dock will play seagulls and small bells when clicked.
The Sail button will play the sound of a horn while the player leaves the homebay.

7. Art

All of the in-game art.

7.1 2D Art
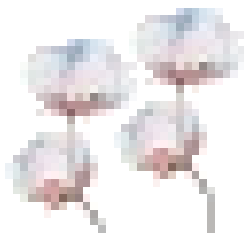
Resources:

Cannonballs:

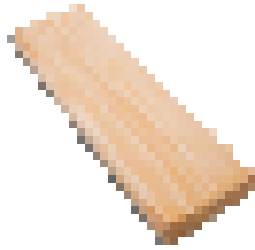
ChainShot:

Cotton:

Wood:
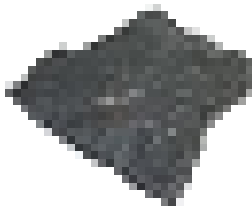
Planks:

Raw copper:

Copper:

Raw iron:

Iron:

Raw gold:

Gold:

Hemp:

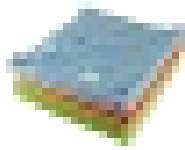
Hide:

Cows:

Fabric:

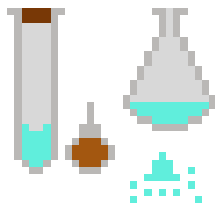Fish:

Coal:

Food:

Fruit:

Gunpowder:

Sulphur:

Stone:

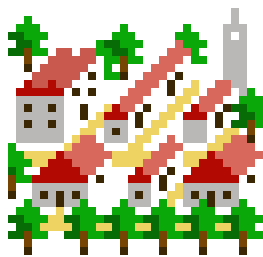Stone block:

Tools:

Rope:

Rum:

Cannons:

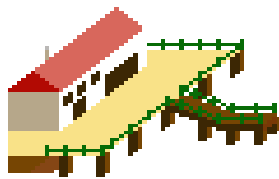Cities:

Buildings:

Warehouse:

Metallurgy:

Farm:

Textile Workshop:

Workshop:

Dock:

Blacksmith:

Pastoral Farm:

Wood Workshop:

Laboratory:

Quarry:

Tavern:

7.1 3D Art

Sloop:

Brig:

Galleon: