GAME DESIGN DOCUMENT

PIRATISKA RIBA

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Game Analysis

Piratiska Riba is an atmospheric VR puzzle game with adventure elements. Explore the islands and the sea in your own pirate ship! Upgrade your ship as you progress From being a simple barnacle boy to becoming the captain!

Mission Statement

Ever wanted to get scurvy? Well now you can! Welcome to the world of Piratiska Riba, where you can enjoy all the plunder and booty you can bare in a exciting VR experience!

Genre

Puzzle
VR
Atmospheric
Adventure
Exploration
First person

Platforms

Oculus rift
Oculus rift s
HTC Vive
Valve Index

Target Audience

Piratiska Riba is targeted towards people who like:VR, adventure/exploration games, puzzle games and Pirates.
Also the game is targeted to ages from 16-35.

Storyline & Characters

The story follows a young pirate wannabe (Stede Bonnet the gentleman pirate) that wants to get his own pirate ship.
The only way for him to achieve his goal is to go to islands and plunder the loot. There will be a lot of obstacles along the way. Stede will meet other fellow pirates like Edward (Black Beard) Teach and Ignatius Pell and have some conflict with them.
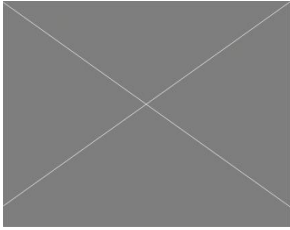
Intro: Stede bonnet will be in his house thinking of his dept to the bank. When suddenly he has enough of his normal life and decides to become a pirate. He makes a raft and starts his journy to become a successful pirate. He also hires his quartermaster(Ignatius Pell) who will become a trusted companion and frien

1st Catalyst: He finds a small island where he has to solve a puzzle to find the treasure. He encounters enemies and when he finaly struggles his way out of trouble, he finds the treasure. After a few more of these similar situations he manages to gather enough money to buy a small sloop.

2nd Catalyst: He encounters a merchant ship and attacks it to get the loot(as pirates do). He boards the ship and takes the loot but leaves the crew mates alive. That's when he gets the title "Gentleman Pirate." He upgrades to a bigger ship and names it "The revenge."

3rd Catalyst: Stede bonnet meets Edward Teach after his ship was stolen and Edward offers him to help him get the ship back. In return Stede has to give Edward the title "Shadow Captain" on his ship.
When he finds the ship they plunder together but Edward slowly takes control of The revenge. Stede is in danger of a mutiny. Edward steals the ship and strands Stede on a deserted island where Stede has to make a small raft to get his ship back.

Conclusion: Stede finally manages to make a raft and begins his journey to find Edward to get his ship back. he finds his friend Ignatius Pell and they get a small ship to battle Edward Teach. After an epic battle, Stede Gets his ship and loot back. All is well until he gets a letter from the the king of england that offers him a pardon for his piracy crimes and Hires him to become a English privateer! The end.

Character	Description	Characteristics	Misc. Info
Stede Bonnet	Main (playable) character. We follow his story of becoming the Gentleman Pirate. and has no knowledge of how to be a proper pirate.	Shy and naive. He trusts almost everyone and never killed a human. He is intelligent and a master puzzle solver. He knows how to read.	
Ignatius Pell	he is a NPC. He is the only true friend to stede. He gets hired as a Quartermaster on Stedes ship becouse he has knowledge on piracy.	Confident and loyal. He is weary of everyone that he meets and very intelegent.	
Edward(Black beard) Teach	A famous pirate who strikes fear into his foes. He is the main antagonist of the story. He will betray Stede and steal his ship.	Ruthless, Intimidating and calculating. He grew up on the seas and knows every part of the ship.	

Gameplay

Overview of Gameplay

This game is a VR puzzle game similar to the escape room genre. There will also be elements of Managment games where you have to manage your own ship. The ship is going to be upgradeable. Sea of Thieves is a good example for ships and puzzle mechanic that will the game include.

Player Experience

You will start off on your raft and you will have a big map on a table. You have to steer your raft/ship towards the islands you want to travel to. Meanwhile other enemies try to stop you: Pirates, Sharks, Skeletons… When you get on an island you got already a map or you have to find it so you can use your compas and other tools to find the treasure. when you're done there are merchant ships and islands where you can sell the treasure.

Gameplay Guidelines

The ship has to be perfectly smooth for the character movement to avoid motion sickness. There will be smooth locomotion for the player so the levels need to be carefully designed so the player cannot get stuck or glitch trough stuff. The character should not be forcefully moved unless the player is controlling it. There should not be any UI elements preasent on the screen, it will be on the body.

Game Objectives & Rewards

The main motivation of the player will be to upgrade the ship and get rich. The player will get gold to spend on his weapons, ships or treasure maps. If he dies or his ship sinks he will lose gold and upgrades.

Rewards	Penalties	Difficulty Levels
The player will get treasure to sell and will be able to find small stashes of gold around the levels	if the player dies or his ship sinks he will lost loot, gold, upgrades..	Easy- More gold for loot. Normal- balanced amount of gold. Hard-Less gold,more enemies

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Gameplay Mechanics

Movement system:
Teleportation -
       The player can point towards where he wants to
       teleport and if the area is avalaible he will get a smooth
       transition.

Smooth locomotion -
       The player can use the joystick on the
       controller to walk towards the desired location.

Snap Turn/Smooth Turn -
       The player can select which of the
       rotations he desires, He can also ignore the
       turning and turn physically if he wants.

Interaction system:
Direct grab-
       The player can grab objects directly by coming close to it and bring their hand close to
       it and press the grip button, They can then manipulate it.
Distance grab-
       The player can point towards the desired object(provided that its small enough) and
       press the grip button so the object can fly to their hand. This feature is important to
       decrease the fatigue of the player so he doesn't have to bend down constantly to pick up
       objects.

Inventory system:
Backpack-
       The player can pick up objects and place them in the backpack by placing the
       object on their shoulders and letting go. and to retrieve the object then just grab the
       shoulder and take out the object they placed. Each shoulder can hold only one
       object.

Holsters-
       The Player can also place objects on their hips and chest area to holster one
       object(primarily weapons). To retrieve the object they have to just grab the object of the
       holster.

Leveling:
       The leveling won't be in the conventional system, rather the money you collect will be
       the most important part to the character progression. The player will have to upgrade
       their ship, buy their weapons and maps.

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Character Attributes	
Character	**Movement Abilities / Actions Available**
Stede Bonnet	Movement – Left and Right Joysticks. distance grab- Press grip button while pointing towards desired object. Pistol- Hold grip button and press trigger to shoot
Game Modes	
Easy	More gold for selling and less penalty for dying. The enemies and ships have less health.
Normal	Balanced gold and enemies.
Hard	Less gold for selling loot and losing all gold for dying. Ships and enemies are 2x stronger.
Scoring System	
Points/Coins/Stars/Grades/Etc.	**How it's Awarded & Benefits**
Coins	The player gets coins by finding treasure, sinking ships and stealing loot. Finding small amounts of gold all around the levels.

Level Design

There will be 2 levels as of now in the game. They will be devided by the sea. It will be mostly an open world game except for ceratin areas like caves and houses.

Levels	
Sad palm island 	The level will have a shipwreck on it and you will have to light up the skulls of the fallen pirates. The target feeling is a calm and depressing feeling. You find out the story of the pirates that died there.
MugiPugi 	Is a small village that is located on a island with a natural barier of rocks. The target feeling is Depressed and mysterious. On the island there will be people that you have to help finish various tasks. When the player finishes all the tasks the people will give him gold.

Control Scheme

Button/ Touch Input	Action it Performs
Trigger	For selecting and shooting.
Grip	For direct or distance grabbing, and holding
Primary Button	For UI interaction.
Secondary Button	For realoading weapons.
Menu Button	For opening main menu.

Game Aesthetics & User Interface

Game Aesthetics & User Interface

The artstile of the game will be cartoonish/polygon.

Characters are humanoid shape with a polygon style.

The wold will be filled with islands with dense plant vegetation to bare stony islands.
Vulcanic islands, caves, vilages and towns.

The player will be able to affect some visual elements on his ship to make it more pleasing.

The theme of the game will be fantasy. As all fantasy games we plan to implement magic
and mistery into the world.

The feeling will that we desire to give the player is curiosity and wonder.
The story will follow a true story of a pirate that lived hundreds of years ago.

Options ingame will all be interactive and not the classical UI. The player directly interact
with objects in game to change or adjust the graphics, volume and controls.

Schedule & Tasks

01.04.2021 - Finish GDD.
07.04.2021 – Make player teleportation & object interaction .
20.04.2021 – Make Ship controlable(wheel, movement)
01.05.2021 – Make first island and first puzzle.
16.09.2021 – Make a better GDD.

Tasks to Complete & Schedule				
Tasks	**Task Lead**	**Start**	**End**	**% Complete**
Development Phase				
Design				
Storyline	Matej Jelić	10/5/21	7/4/21	0 %
Level Mechanics	Matej Jelić	16/5/21	7/4/21	0 %
Art				
Level 1	Matej Jelić	27/5/21	7/4/21	0 %
Special FX	Matej Jelić	5/5/21	7/4/21	0 %
UI	Matej Jelić	16/5/21	7/4/21	0 %
Engineering				
Production Pipeline	Matej Jelić	25/5/21	7/4/21	0 %
Prototypes	Matej Jelić	4/6/21	7/4/21	0 %
Audio				
Sound Design	Andrej Lukić	8/5/21	7/4/21	0 %
Milestone: Game Play Features & Music	Matej Jelić	2/8/21	7/4/21	0 %
Testing Phase				
Test Plan				
Beta Testing				
Milestone: QA Testing				
Deploying Phase				
"Go Live" Plans				
Milestone: Ready for Usage				