Pirates game

Description (with marked done or not done)

Single-player game where you are able to try yourself as a captain of a ship in XV-XVI centuries – travel in a an open sea with some islands, either being a merchant, a privateer or a pirate, depending on your choices.

You would be able to:

- travel through the open sea; (done)

- fight in sea battles, drown the ships of your opponents or board them; (done/in debug mode at the moment - text but not visualized, but in the last stage of implementing)

- visit some islands to do your trades, repair the ship or hire a crew members. (not done at the moment, planned to be done till the end of the project)

Implementation

The game would be implemented in C++ using Qt. Sprites and textures would be created manually. (done)

User control would be with a keyboard. Control through a mouse would be extra task. (both done)

Deadlines and milestones

03.11.2016 (3 week):

- user control over ship travelling; (Dima) (done after deadline)

- map and models created; (Patryk) (done partially - more models and islands would be added later)

- basic screen with player info; (done after deadline)

- basic objects implemented. (done after deadline)

24.11.2016 (6 week):

- main menu created; (done after deadline / was not important at that time)

- opening the trading window when arriving on an island; (not done)

- NPC ships sailing but not interacting with each other; (done)

- small menu with ships info opening when highlighted by user. (not done)

15.12.2016 (9 week):

- interaction with ships and their interactions with each other; (done partially)

- sea battles; (done after deadline)

- trading on islands; (not done)

- prototype presentation. (not done)

12.01.2016 (13 week):

- final changes;

- final release (presentation).