Pirates game

Description

Single-player game where you are able to try yourself as a captain of a ship in XV-XVI centuries – travel in a Caribbeans(I’m not sure if it will be in Caribbeans, it will be a see and some islands, but probably Carribeans isn’t the best option), either being a merchant, a privateer or a pirate, depending on your choices.

You would be able to:

- travel through the open ocean (open sea, ocean is too far for us ☺);

- fight in sea battles, drown the ships of your opponents or board them;

- visit some islands to do your trades, repair the ship or hire a crew members.

Implementation

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

User control would be both with a keyboard and a mouse (if we will handle that, it shuld be extra, not a must be).

Deadlines and milestones

03.11.2016 (3 week):

- main menu created (main menu isn’t important to start, it should be in farther milestone);

- map and models created;

- basic screen with player info;

- basic objects implemented.

24.11.2016 (6 week):

- user control over ship travelling (I’m sure it will be in first milestone);

- opening the trading window when arriving on an island;

- NPC ships sailing but not interacting with each other;

- small menu with ships info opening when highlighted by user.

15.12.2016 (9 week):

- interaction with ships and their interactions with each other;

- sea battles;

- trading on islands;

- prototype presentation.

12.01.2016 (13 week):

- final changes;

- final release (presentation).