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, either being a merchant, a privateer or a pirate, depending on your choices.

You would be able to:

- travel through the open ocean;

- 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. Models would be created manually and added through the sprite technology.

User control would be both with a keyboard and a mouse.

Deadlines and milestones

03.11.2016 (3 week):

- main menu created;

- map and models created;

- basic screen with player info;

- basic objects implemented.

24.11.2016 (6 week):

- user control over ship travelling;

- 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).