

Death By Pirates

Jesse Fajardo

Brainstorm:

Project Name and potential Product name if not already trademarked: Death by Pirates

Pirate survival game with rpg elements and rougelite elements

You play as a ship and captain. You start with basic crew members. You can earn different crew members and equip them. You can also upgrade your ship with in game coins. You can also customize your ship with cosmetics which can be purchased with in game coin. Coins are earned from playing the game. You can also spend coins to add time.

We will develop a survival mode. We will develop one map for the game. Survival mode will consist of multiple waves(essentially a small time frame you must survive to complete the wave) and go on infinitely. Each wave will have spawn rates and enemies. The spawn rate, variation of enemies, and amount of enemies will be increased each wave.

Once you press the play button to play the game, the enemies will be randomly spawned and continue spawning at the spawn rate. You survive the wave by lasting the time of the wave which is done by either avoiding damage from the enemies or by killing them. You then do the same for each wave. You will unlock crewmembers and coins for completing certain amounts of waves(something such as you unlock 50 coins for surviving one round, 100 for surviving 10, 500 for surviving 50 rounds). You will also earn coins for killing enemies.

The main menu will have a play button, and Crew button, Ships button, and an exit button.

When you click the Ships button, it brings you to the upgrades menu. In the upgrades menu. You will be able to click on upgrades for your ship, cosmetics for your ship, and weapons for your ship.

When you click on the Crew button, it brings you to the crew menu. In the crew menu, you will be able to upgrade your captain and equip skins. You will also be able to select your crew members and upgrade them.

Our outline (only what we can get done in the time we have):

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Once you press the play button to play the game, the enemies will be randomly spawned and continue spawning at the spawn rate. You survive the wave by lasting the time of the wave which is done by either avoiding damage from the enemies or by killing them. You then do the same for each wave. You will be able to collect coins from chests.

The main menu will have a Play button, Upgrades button, and an Exit button.

In the upgrades menu. You will be able to click on upgrades for your ship, cosmetics for your ship, and weapons for your ship.

Development:

We will be using an agile method with scrum meetings to develop our game. We plan to meet and check every class we can be there. We plan to meet outside of class every 1-2 weeks to establish a plan for each sprint.

Assignments:

Jesse Fajardo – I will implement the base of the game. This includes the character(movement/collisions/gun etc.), level, spawning, enemies, most art and more.

Charles Ernesto- Will implement simple things such as a pause system, audio, gamemaker effects.

Jordan Mcquire – Will do whatever else needs to be done(must be reasonable) and has free reign to add whatever else.