Project boat

Theme:

- Survival

- Management

Gameplay:

You start on a boat with one person or a very small group of people, your objective is to sail around with your boat to either find other boats or islands, other boats usally have other people on them and you never know if they will be friendly or not and you can also choose yourself if you want to react friendly or not.

Goal:

Survive with your group and create a sustainable enviroment for them.

Characters:

All characters are randomly generated but with preset traits, certain positive traits can be: Loyal, strong, intelligent or good leader, And certain negative traits can be: Aggressive, selfish or big eater. Every character has his own portion positive and negative traits.

Controls:

Most