COMP 140: Proposal

## Game Design:

In my game, the player will be controlling a pirate ship while having to contend with enemy pirates as they sail across the seas in search of treasure. The player will use a varied range of controls to perform actions as their ship. To propel it forward, the player will have to blow into a sensor. This gives the effect of the wind filling the ships sails like it would in real life. The player will have to push and pull a lever to turn the ship left and right, the lever will be treated as the rudder controls. Seeing as the player will not be alone on the high seas, they will have to defend themselves the only way a pirate knows how: cannons. The player will be able to fire the cannons by connecting two wires in the fashion that cannons are fired in real life.

## Controllers Research:

I have researched into alternative controllers before. One of the ones I liked was “People of the Moon”. It was a two-player game where the players sat on either side of a custom-built seesaw. They would tilt the seesaw and it would tilt the ship that they are both controlling left or right depending on which side was tilted. The two players also operated levers to make their ship tilt up and down. Another game controller I saw that I liked was in a game called “Hellcouch”. The mechanics of the game can be boiled down to people having to sit on specific sections of the sofa depending on where it is indicated with the LEDs.

## Controller Analysis:

The controller for my game will have several components. It will have a breath pressure sensor attached to an Arduino kit alongside a lever. The player will also be given a rod that will operate as a Linstock to fire their cannons. The breath pressure sensor will operate by sensing if the player is blowing into it, if it is, the players ship will be propelled forward. The player will then be able to decide to turn the ship to starboard, or to port with the lever. When the player faces their enemies, they will be instructed to place their Linstock onto the exposed wire to close a circuit and make their cannons fire.

## List of Components:

Arduino Kit (with assorted wires and devices)

Breath Pressure sensor

Lever

Stick to use as Linstock

## Key User Stories:

I want the players to be able to sail their ships across the high seas. I want the players to be able to control their ship and take part in sea battles as they look for buried treasure.