Title: Crew & Chaos (Working Title)

Genre: Cooperative Real-Time Simulation Game

Platform: Mobile (Android/iOS)

Players: 2–4 local players via WLAN/Hotspot

Communication: Voice only, no in-game chat

Perspective: Third-person view on the full boat

Core Idea:

A realistic cooperative sailing game where players work together to control a sailboat. Each player takes a specific role with unique responsibilities. Communication is exclusively verbal. The control scheme is physics-based, with manual ropes and responsive obstacles.

Tech:

- Unity Engine with Netcode for GameObjects (NGO)

- One player acts as host, others connect locally

- Networked objects: boat, sails, UI elements

- UI elements and physics interact realistically (sliders move as boat rocks)

Gameplay:

- Roles: Helmsman, Sail Trimmer, Lookout, Navigator

- Tasks: Steering via circular wheel, pulling and securing ropes, warning about obstacles, monitoring wind and map

- Drag gestures for ropes, “knot” button to secure

- Players duck via button when boom swings

UI & Controls:

- All players see the boat from a third-person view

- Each role has its own UI overlay

- No need for first-person mode

- Touch controls: drag, tap, rotate

- No in-game voice or text – players speak in person

Role System:

- Before starting the game, players choose roles in a lobby (only one per role)

- In future updates, players may switch roles during gameplay by mutual agreement

Game Objective:

- Survive as long as possible, complete missions (rescue, race, storm)

- Requires high coordination

- Potential expansions: story mode, new roles, cosmetics

Special Features:

- Realistic physics: wind, boom, tilt, hazards

- Full interaction: rope pulling, ducking

- No singleplayer – entirely focused on local coop experience