

Title: Pirate Game (...awaiting interesting title)

Genre: 2D, Top-Down, 'Click-To-Move', Procedurally Generated, Single-Player, Action-Adventure

Goal(s) – Beat The Final Boss:

Overall Goal/Win Condition: There is a flagship game boss the player must defeat.

- * At the start of the game, this game/final boss is next to impossible to defeat.
- * The game boss is ever present, but slow, so player has ability to explore.

Progress: Player explores to upgrade their ship for chance at defeating game boss.

- * Perhaps certain conditions must be met before boss is mortal...
...such as certain level of upgrade, have to have defeated mini-bosses first, etc.

Rules/Mechanics:

Player clicks to move/explore – affected by wind and ocean current simulation.

- * Mast angle mechanic - boost player speed if they align?

Player is ship on ocean – cannot go on land – will be damaged if ship hits land.

Player collects loot (crates) for coin, cannon volleys, harpoons, etc.

- * Adventuring for loot helps player upgrade (shop menu or on-screen icons).

Player destroys enemies to protect themselves/get extra loot.

Player death results in nearby respawn with loot/coin penalty.

Cannons have range, shot from selected side, balls as projectiles (drag, inaccuracy).

- * Barrels ejected off rear and activated. Grapple hook also toggle activated.
- * Certain game elements may only be acquired if other upgrades attained...
...such as islands with rocky exterior needing grapple to collect its loot.

- * (Special) Ability management with on screen HUD.

Opponents - Several (Different Behaviours):

Weather Opponents: Whirlpools, Tidal Waves, Storms.

- * Storms occlude the player model – but occlude player from other enemies.
- * Otherwise, requires movement skill - must be avoided.

Enemies: Land Forts, Sharks, Whales, Squids, Ghost Ships, Sirens.

- * Sharks individually are a nuisance. Have BOID behaviour to become real threat.
- * Sirens attract, pulls ship towards them, player movement harder.

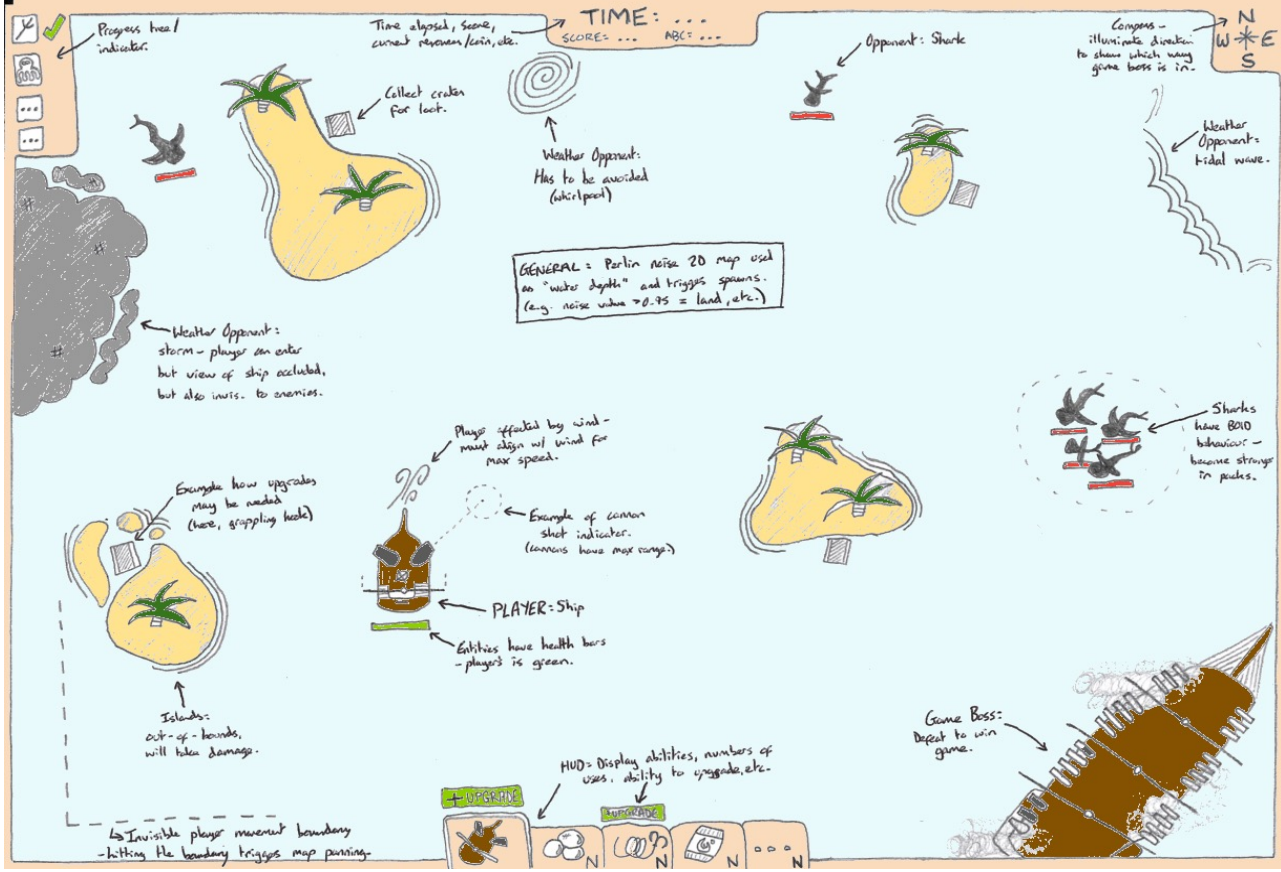
Mini-Bosses: Cthulhu, Armada Patrols, ...

Game Boss: Flagship

- * Game boss destruction ends game – challenge, entices adventure/upgrades first.



Game Screen Mock-Up:



Player – Ship:

Player can upgrade their ship with enough resources.

Different Ship Classes: Increase ship size, health, cannons...

Other Upgrades: Harpoon, flame barrel(s), ram...

- * Other upgrades grant additional attack types/abilities.

Special Abilities: Trident, Ink Shroud..

- * Special abilities are autonomous player attacks - rare.
- * Getting special abilities requires defeating mini-bosses, discovery.



* Lots of ideas – implemented in hierarchy of game importance – some features will have to be cut.