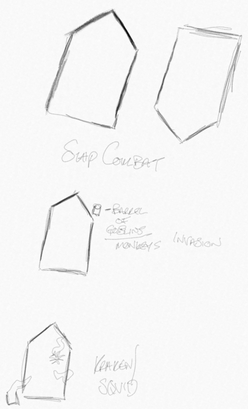
Port

- Ammo
- Lumber
- Food?
- Rum (Shakey Cam)
- Bare Knuckle Box (Health for Money)



Enemies

- Other pirates
- Kraken/Giant Squid
- Fantasy Enemies?
- Vikings (Event/Fight)
- British/Spanish Navy
- Aliens?

Game Loop

Leave port / Sailing

Event — Fight other ship

Gain resources Lumber/Gold

Sailing / Fight/Event / Resources

Reach new port

Buy weapons/Resources/Upgrades — Share Gold (Funny)

Set Sail

Upgrades

- Beds Restore Health
- Prison Box (Funny)
- Cannons
- Reinforced Boat
- Larger Boat?

Someone must be at wheel for ship to move

Ship Mechanics

Ship Damage Can be repaired

Monster/Event

Too much = Run End

2 Levels

Main Deck / Sub Deck

Need for Down Sprites

- Enemies
- Ship/Damage to Ship
- Players
- Resources
- Weapons

Also Downed Players/Enemies

We can have a laid down version + transition for death

Environments

Ships

Ports

Ocean

Islands?