

Lost at Sea

Game Treatment by

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1. Abstract

Lost at sea is a survival roleplaying game where you take on the role as a hardy sea captain. After weeks at sea you need to face the reality that you don't know your way back home or forward anymore. This creates the struggle, looking for any way possible to survive without commodities, alone with nothing but your ship and crew in endless open waters.

Crew Management

It will not be peaceful struggle though, as you're susceptible to an ocean of enemies, while some danger may even come from within. Managing a ship and its crew during this time will come with its own problems and decisions to make. The longer you're away from land, the worse the state of your crew will be, with the captain's and the crew's health and sanity slowly deteriorating and their respective side effects becoming more and more prominent. Necessities such as food will become scarce, leaving you with difficult decisions to make – will the entirety of your crew survive or will some of them be sacrificed for the future survival of the rest?

Combat

In an already harsh environment you will also face attacks from others out there. Pirates may attack, trying and steal your cargo, while monsters will rise up from the sea to take you back down with them. This will then include some forms of combat to fend them off, with success possibly depending on the state of your crew; how many you have left and how healthy they are. The weather is also not always on your side, making survival even more difficult.

The ending of the game will depend on the choices you have taken to deal with these issues. You will need to balance morality and survival instincts to create an ending that you're satisfied with.

2. Story and Background

Lost at sea's story is going to primarily take place on that of your ship. You play as a pirate captain who has been dealt a rough hand for far too long. Born and raised on the ocean and ships, you quickly came to own your own sea faring vessel, with a crew consisting of some friends and mercenary pirates. Being a pirate in the ocean around your land hasn't been easy, since famine and war have meant that any ship you plunder has very little supplies. You have decided to set sail to explore uncharted waters in an attempt to find better land that isn't ridden with war, plague and famine, all of which are not good for your line of work!

You took it upon yourself to lead you and your crew through uncharted waters in an attempt to find new lands, make your mark and acquire a world of riches, but in a world where monsters prowl the depths of the ocean floor, your voyage into the unknown isn't going to be easy. As captain you have earned the respect of your crew but in time, being lost at sea will be a testament of your crew's loyalty.

The cost will be dear, but the potential reward is always worth it to you. Will you find a land where rich vessels are free for easy pickings? Or will you remain forever lost at sea?

3. Gameplay

The game will be a standard first person role playing game with survival elements. The player can move around the ship interacting with objects and NPC's throughout the ship. The player can accept certain tasks put forward by these NPC's, and complete them in many different ways, peacefully or ruthlessly, in order to keep the sanity and/or health of the crew up. Random events, mainly enemy NPC attacks, may occur during the game in which the player has to use the remaining strength of their crew coupled with their own strength to combat.

4. Target Audience

The game will be designed with people aged 18 and up in mind who enjoy first person role playing games. The 18 plus rating is because of mature content and themes within the game, including cannibalism, mature language, blood and violence.

5. Game Specification

The player will play as the hardy captain of their ship, surrounded by a ragtag crew of generally scrappy mercenaries (of the pirate kind).

Player Character

As captain, you will be equipped with gear suitable for a captain, such as the iconic pirate captain hat, coat and breeches. For combat, the player's arsenal may include a cutlass, flintlock or musket. The captain's personality will be defined by the player as they progress deeper into the game through their decisions and how they choose to interact with their crew, be it ruthless or merciful.

First Mate

The player character won't be initially left alone to their own devices, guided by their first mate and good friend, Joshamee Gibbs, a knowledgeable person with an unhealthy addiction to rum. His job is to advise the captain on what they may need to do next if they ever feel like they are getting lost on their own ship (never mind at sea itself), as well as to help introduce the player to the environment they're dropped into.

The Crew

The crew itself will consist of a variety of colourful and clashing personalities. These personalities, while entertaining at times, will lead to controversy and conflicts between other members of the crew and captain. These issues may be solved through player intervention, with choice of solution being key in defining your endgame. Alongside this, your crew may suffer from starvation or show increasing symptoms of psychosis over time.

The Enemies

Throughout their struggles, the captain will have to prepare to defend their ship from attacking enemies. Enemies may attack at any time, ranging from rival cutlass-wielding pirates to horrific sea monsters from below, with several varieties of each. The difficulty of each encounter may be influenced by the current state of your crew (The act of genocide didn't seem like a good idea after all).

The majority of the game will take place on the deck of the ship, with access to the cabin and other rooms of the ship available. It may also be possible to access small islands for brief periods of the game. The overarching objective for the player to survive long enough to reach land or civilisation.