# Concept

Point and click ship game. An isometric view, multiplayer including cross-platform. The idea is to become king of the seas by defeating enemy pirate ships.

# Rules

* You start with 100 health
* Getting shot reduces health
* Move in range range of other ships to shoot them
* Guns can only fire in 90 degree arc either side of ship
* You score for killing the enemy
* You lose score for being killed

# Requirements

* Splash screen
* An animated ship
* A terrain with scattered islands
* SFX: gun, hit, sinking
* Background music

# Monetisation

* This will be a free game, designed to play with our friends to learn more about networking.