Rise of the Corsair

# Game Mechanics

## Ship Management and Upgrades:

Players start with a small ship and gradually acquire larger, more powerful vessels. They can customize and upgrade their ships with various cannons, sails, and equipment. Each ship might have strengths and weaknesses, affecting combat, speed, and cargo capacity.

## Crew Recruitment and Management:

A critical aspect of the game is assembling and managing a diverse crew. Players can recruit crew members with unique skills (e.g., sharpshooting, navigation, cooking) that influence various aspects of the game, from battles to resource management.

## Crew Morale and Welfare:

Crew members have needs and morale that affect their performance. Players need to provide proper accommodations, food, and entertainment to keep morale high. Low morale could lead to mutinies or decreased combat effectiveness.

## Naval Battles and Combat:

Engaging ship-to-ship battles are a core component. Players control cannons, maneuver the ship, and make strategic decisions during battles. Realistic physics and environmental factors like wind direction can impact the outcomes.

## Boarding Actions:

Instead of sinking every enemy ship, players can opt to board and capture vessels. This introduces close-quarters combat mechanics where crew skills and tactics play a significant role.

## Piracy and Plundering:

Players raid towns, loot merchant ships, and explore uncharted islands for treasure. Managing the balance between aggression and building alliances with other factions can impact the player's reputation and available opportunities.

### Trade and Economy:

Players engage in trade by buying and selling goods at different ports. Dynamic supply and demand mechanics can lead to opportunities for profit. Balancing piracy and legitimate trading can be an intriguing challenge.

## Exploration and Discovery:

The game world is expansive, with hidden coves, mysterious islands, and legendary artifacts to discover. Exploration is not only rewarding in terms of loot but also in uncovering the game's lore and secrets.

## Progression and Skill Trees:

As players level up and achieve certain milestones, they can unlock new abilities, upgrade crew skills, and enhance their ships. This sense of progression adds depth to the gameplay.

## Storyline and Quests:

An overarching storyline, as well as side quests, can provide players with context, objectives, and opportunities to impact the game world and their reputation.

## Weather and Environmental Challenges:

Dynamic weather conditions like storms, fog, and strong currents can influence navigation, battles, and resource gathering.

## Alliances and Rivalries:

Interactions with other pirate crews, factions, and empires can lead to forming alliances or sparking rivalries. These relationships can alter the player's options and opportunities.

# MVP – MoSCoW

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| --- | --- | --- | --- |
| Must Have | Should have | Could Have | Won’t have (At this point) |
| Ship and Crew Setup | Player Leveling | Explore Starter Islands | Interactive NPC Activity in Main Menu |
| Naval Combat | Skill Trees | Advanced Crew Morale and Welfare System | More Elaborate Quest System |
| Basic Economy and Trade | Basic 3D Assets | Simple Quests |  |
| Crew Management UI | Background Music and Ambiance |  |  |
| Basic Crew Needs | Main Menu and Game |  |  |
| Basic main menu | Internal Playtesting |  |  |
| Dynamic weather/wind | HUD |  |  |
| Essential Sound Effects |  |  |  |

# Gameplay

## Startup

A player will start the game with nothing, having been robbed by a corrupt merchant, in desperation they will join some pirates and seize control of a small schooner. If it goes successful, the player will get to start out with a schooner and a few crew mates.

## Weather

The weather will be an important factor in the game. It’s most notable for affecting the speed and direction of the wind. Certain weather will impact other aspects of the gameplay. Rainy weather will help the crew with drinkable water whilst sunny weather will go through their water. Stormy weather or fog will make it more difficult for the player to navigate and spot other ships

Weather is dynamic and certain weather conditions are more common during certain seasons. Seasons overall play a big role in wind speed averages how fast crew will go through their supplies.

## Crew Management

Having a good crew could greatly skew the battle in one sides favour. To truly give the game a feeling of freedom, each crew member can be viewed individually and managed on their own.

### Crew Stats:

* **Name**: This is the name of a crew member, it cannot be changed
* **Nickname**: The nickname will be randomly given to a crew member but can be changed by the captain to allow for organising
* **Rank**: The rank reflects the crew member’s proficiency and experience, they are as follows:
* **Health**: Represents the physical well-being of the crew member. Health affects their chances of sustaining injury in battle and how well they can perform their duties
* **Strength**: This indicates a crew members physical strength. It affects the following tasks:
  + Operating cannons
  + Hauling cargo
  + Close combat fighting
* **Agility**: Reflects the crew members speed and agility. It affects the following tasks:
  + Climbing rigging
  + Navigating tight spaces
  + Evading enemy attacks
* **Marksmanship**: Represents crew members accuracy and proficiency with firearms/ranged weapons. Crucial for gunners and ranged combat specialists
* **Sailing**: Measures their knowledge and skill in sailing a ship. Affects manoeuvrability and speed
* **Repair**: Indicates the crew members ability to repair ship damage. Repair materials are required for them to be able to repair a ship
* **Medicine**: Reflects the crew members’ ability to heal injured or sick crew members.
* **Leadership**: Reflects the crew member’s ability to lead and inspire others. A member with high leadership can help lower other crew members morale decay
* **Navigation**: skill in navigation and map reading. A skilled navigator can help the ship avoid hazards and discover nearby treasures and hidden locations as well as give detailed information of other ships.
* **Cooking**: Reflects the crew members culinary abilities. A good cook can improve crew morale by preparing good meals. Lack of good cooks can result in diseases and poor health
* **Morale**: A dynamic attribute that fluctuates based on events, conditions and player decisions. When crew morale is above a certain value they will have a buff in stats across the board, if it is below a certain threshold they will perform worse, if a percentile of crew members drop below this threshold they will mutiny
* **Level**: each crew member has a level which allows them to gain other stats. They also gain a skill point which the captain apply to one of their stats. The max level for a crew member is 20, the max level for a skill is 40
* **Experience**: Whenever a crew member completes an action or event they will gain some experience. When reaching a threshold that crew member levels up.

### Crew main stat generation:

A crew member will start with 0 in all stats. They will have a randomly selected specialisation that gives them a bonus to a matching stat of 15.

Additionally, a crew member will have up to 4 randomly selected traits, these range from negative/positive stats to giving buffs to the entire crew.

To encourage players to consider taking bad stat crew members, as they go up in ranks they have a chance for a negative trait to become a better version of a positive trait

#### Level ups:

Whenever a crew member increases in level, they gain 1 to each stat and have 2 points randomly distributed.

#### Rank up:

Whenever a crew member increase in rank, they either gain one positive trait or 1 negative trait is replaced with a positive trait.

### Crew member roles:

Crew members have 3 roles assigned to them based on the scenario. These are separated as follows:

#### Non-Combat

These roles are taken when there are no enemies. These help the crew sustain the ship during voyages.

* Quartermaster(1): Manages ship supplies, supply oriented roles receive a bonus to their specified stat based on the leadership stat of the quartermaster.
* Cooks(3): Feeds the rest of the crew, a higher cooking stat will reduce the spoil time of food as well as giving a buff to crew morale that decays over the day.
* Boatswains(6): Repairs the ship out of combat, better repair skill allows for faster repairs as well as less resource usage.
* Sail Hands(10): Manages sail adjustments, based on their sailing skill
* Lookout(1): up in the crows nest, will use navigation skill to find treasures, spot hazzards and give information of other ships.
* Medics(4): heals any injured crew members, the speed of healing is based on medicine skill.
* Shanty Maestro(1): Boosts the crews morale based on leadership stat overtime and will then prevent crew morale decay for a short time during sailing
* Swabbies(Rest): Will handle any roles non specified. Usually cleaning and managing ship

#### Naval Combat:

Naval combat starts when enemies are present. The crew is unable to handle normal operation during a fight.

* Corsair Commander(1): Uses leadership skill to lower morale loss during combat.
* Sail hands(10): helps with maneuverability and speed of ship during combat.
* Emergency Medic(1): Reduce the amount of crew members that die and instead render them unconscious.
* Emergency Repairman(2): During combat, only a certain part of the health of a ship can be repaired and they repair at slower speeds.
* Gunners(2 per ship cannon): Loads the cannons and fires them, makes use of strength and marksmanship for efficiency
* Lookout(1): gives details of the enemy ship state
* Powder Monkeys(10): Brings ammunition to gunners based on strength
* Combat Support(Rest): Gives a small bonus to crew members in other fields.

#### Boarding:

When two ships collide, boarding starts. Crew members assigned to the boarding party will board an enemy ship or be prepared to fight when they are boarded.

* Boarding party leader(0): You as the captain will lead boarding parties and will fight the rival captain.
* Boarding party swordsman(5): Swordsman make use of strength and agility in combat to fight their opponents.
* Boarding party musket men(5): Musket men make use of agility and marksmanship in combat to fight their opponents.