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UnTitled pirate game GDD

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# Game Overview

## Core concept

Untitled pirate game is a single/multiplayer, first-person shooter that focus on ship battle. Each ship can be occupied by up to four players online and one player controlling all in single player. With each player having to choose a specific character type including: Captain, Gunner, Doctor, Carpenter and Swordsman. Each class having different abilities and specialities.

## Goals

In the game the player plays as part of a crew sailing the seas. There will be an optional main quest that will allow the player(s) to follow a predetermined storyline, there will also be a large amount of side quests that will ensure the player is always busy. Besides Quests, the player can also explore the open world with their crew. When exploring the world the players can visit settlements, search for treasures and find hidden monuments. The game world will be filled with random events to make it feel real and alive.

## story/world

The game takes place in a futuristic world that has been ravaged by natural disasters. The most notable disaster has caused the world’s water level to be raised therefore flooding almost all of the world. When traversing the world the player will encounter various well known locations that have been submerged in water. This provides us with the opportunity to show various world locations from a new perspective.

The game has the players take on the roles of a pirate crew who exist in this world, they aim to explore this new world while also fighting to stay alive. The game’s main storyline will follow the game’s crew as they aim to conquer the seas and become the world’s most dominant pirate crew.

## theme

The overall theme of this game will be a dark/gloomy to tie in with the story of the ravaged world. However this does not mean wherever the users explore it will be this way. There will be havens that have been untouched with disasters to give the game world various possibilities for different environments.

# The Game World

## Exploration

When exploring the in-game world the player will be able to discover many unique locations. These can range from sunken cities to ancient monuments that may contain loot for the player. With the sunken cities we aim to showcase real life cities from a new perspective, this may allow us to show famous sights such as the Eiffel Tower or Empire State Building as notable locations in this world.

The player will also be able to encounter ancient monuments such as massive caves, these will allow for exciting treasure hunts while also potentially allowing us to introduce a mythical element to the world.

A vast world like this will be populated with settlements that the player may visit. These may range from towns built on remaining land masses to floating settlements out on the seas.

## Weather

The game’s world has been ravaged by natural disasters and as a result the weather conditions have been left forever damaged. The player’s will experience all sorts of weather in the game, ranging from calm seas to thundering storms or freezing snow. We aim to develop a dynamic weather system to keep it exciting for the player and to help immerse them into this world. The oceans in game will also be affected by this and we hope to develop realistic physics for the water.

## creatures

The seas are always dangerous. When the player is not battling rival crews they may have an encounter with a sea creature. These may range from regular Great White Sharks to massive Giant Squids. Given the games setting these creatures could be technology based or mythical. The creatures will also allow for exciting boss battles to keep the gameplay fresh.

## Graphics

In our game, to go hand in hand with the story and theme, we plan to have a graphics style that will incorporate elements from both traditional and a futuristic style. By this what we mean is in the post-apocalyptic world that the game is based in the are few resources which results in more traditional stylising but what technology and resources are in this world are more advanced than current technology. Giving the game a unique mix or old and new.

# Characters

## character Structure

In this game there will be two different modes, single player and coop. With each mode how you can use all of the characters differs.

In single player you can cycle through characters as you please, as there are no other players that will be occupying this character type. You are free to play game as you want.

In multiplayer/coop you choose your character type before entering the game at the matchmaking screen. Once you have chosen your character type that is what you must use for the remainder of this online match. The only way to change is complete said match and start a new one, or exit the match and start a new one.

### Captain

As the name suggests the captain class will be based off of the stereotypical captain idea. However, what is unique about our captain class is that for the most part this class will have average/ below average stats. But what makes this a desirable role for a team is that the captain can apply buffs to other characters to increase their stats in game.

### Gunner

The gunner class will specialise in using guns of any type i.e. hand held and the ships guns. From the beginning level this character will have increased stats in shooting such as: damage, range, accuracy and how long the character can use weapons that may have a cool down time.

### Carpenter

The carpenter will specialise in repairs and improvements of the ship, guns and ship weapons. By this we mean the character will be able to repair all weapons and the ship much more quickly than other characters from base level. This character will also be able to perform upgrades to the ships armour and weapons mid game.

### Doctor

As the name suggests this character will be the medic type of this game. From base level this character will be able to revive/heal other players a lot quicker than other classes. From base level this character will also have higher statistics in certain areas such as: base health and movement speed

### Swordsman

The swordsman will specialise in all areas of combat, some more than others. This character from base level will be slightly better in shooting categories i.e. handheld guns and the ship’s guns. But where the stats will be increased the most is hand to hand combat. And especially for when boarding other enemy ships, this character is most suited to this aspect of the game.

# Weapons

## The player’s weapons

As the game features Pirates as the focal point, combat is an obvious focus. The game’s pirate setting allows us to create various weapon designs both inspired by real life pirate weapons as well as pirates in various media. The game’s futuristic theme also allows us to take existing concepts and twist them in such a way that they become fresh and unique. Detailed below are various concepts for weapons that the game may feature.

### Pistol/Flintlock

This is a traditional pirate weapon that has become well known. In the game this could act as the main ranged weapon of the pirates. To update the concept for the future setting the pistol could be modified to feature targeting sights, laser bolts, explosive attachments and such.

### Pirate Sword

A pirate sword is another iconic weapon associated with pirates. This weapon would act as the player’s primary melee weapon for close quarters combat. Potential futuristic enhancements could be made such as alerting it into a laser sword for increased effectiveness.

### Hook Hand

The player may also be able to equip their character with a Pirate’s hook hand which can provide various enhancements for combat while also reducing efficiency in other areas of the game.

### Parrot

Parrots are a very popular companion for pirates in media so their inclusion in this game would be fitting. The parrot could potentially be used by the player to scout unknown territory. The parrot could also be modified in a way to fit the future theme such as making it robotic, this could allow for offensive capabilities such as airstrikes.

## Ship weaponry

The player’s pirate ship will also be equipped with various weapons that can be used to battle other pirates on the seas. They could potentially range from traditional cannons to mortar strikes or even potentially drones to fit the futuristic concept.

# Music/Sound

## Sound design

We wish for this game to be an immersive experience for the player and to give them the true feeling of being a pirate. A key to enhancing the player experience is expert sound design to really make the world feel alive. While all sound is critical to the experience, here are just a few examples of areas we will focus on.

### Pirate crews

When sailing the seas a pirate ship’s crew will remain lively and full of spirit. We hope to showcase this through frequent dialogue between crew mates as well the crew singing sea shanties to make the ship really feel alive.

### Seas/weather

Another very important sound aspect is the sea and weather. When sailing the seas we hope to faithfully recreate the dynamic sea sounds that vary from peaceful waters to thunderous storms.

### Monsters

A pirate’s life is full of adventure which may lead to an encounter with various sea monsters. To truly make these experiences captivating and breath-taking we hope to create monster sound effects that convey that. We may take inspiration from various forms of media such as monster films which set a high standard.

## Music

Aside from the various sounds of the world, the player’s experience will also be enhanced by a thrilling soundtrack. We hope to obtain a talented composer who can create a soundtrack that can convey the excitement of a pirate’s life while also highlighting the dystopian future.

# Multiplayer

## Co-op mode

The coop mode will take a group of up to 4 players including the user, and allowing them to player a variation of the story mode with other players online. The story will follow the same theme but of course be altered to make it suitable for four players. To start out each player will have to choose a character base from the characters given. Once this choice is made the player must use this character for the remainder of the game session. Thus adding a more strategic thought process for a party of players before they even begin the game. Deciding which four characters to use will be entirely based on players: preference, skill and experience.

By playing this game mode the player will gain experience and will be able to level up whichever base character type they played with. Thus allowing them to level up stats and unlock new skills for the character to use. However, characters that are levelled up in this mode will not be transferred into others. By doing this we hope to achieve a more level playing field for all players.

## Online Multiplayer

The online multiplayer is similar to the co-op mode in that boat parties will be done in groups of up to four (including player).

However, where this mode differs is that instead of a part of players playing through a story, it will be an open world where players can explore the world and all the different areas whilst having to worry about other pirate ships.

We plan to have areas we players can trade an upgrade their ships, areas that when explored they can find hidden items that can also upgrade the ships, as well as player items as well. Within the areas players will also be able to battle strong holds that will have taken an area of land in the sunken world and have claimed it as their own. By defeating these strongholds players will gain experience points and also gain much higher quality upgrades and loot.

Like the co-op mode, by playing and gaining experience, the players will be able to upgrade their characters stats and unlock new skills through the skill menu. However, these character levels and upgrades will not transfer over to the co-op mode.