Stephen, Robbie, Chris

GROUP NAME?

UnTitled pirate game

Contents

[Game Overview 2](#_Toc496464920)

[The Game World 3](#_Toc496464921)

[Characters 4](#_Toc496464922)

[Weapons 5](#_Toc496464923)

[The player’s weapons 5](#_Toc496464924)

[Pistol/Flintlock 5](#_Toc496464925)

[Pirate Sword 5](#_Toc496464926)

[Hook Hand 5](#_Toc496464927)

[Parrot 5](#_Toc496464928)

[Ship weaponry 5](#_Toc496464929)

[Music/Sound 6](#_Toc496464930)

[Multiplayer 7](#_Toc496464931)

[Appendix 8](#_Toc496464932)

# Game Overview

# The Game World

# Characters

# 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 players 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. The could potentially range from traditional cannons to mortar strikes or even potentially drones to fit the futuristic concept. Weapons onboard the ship could potentially require multiple players to operate for online modes to encourage team work.

# Music/Sound

# Multiplayer

# Appendix