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GROUP NAME?

UnTitled pirate game

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# 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. online modes to encourage team work.

# 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

# Appendix