The success of Ubisoft’s “Assassin's Creed IV: Black Flag” left gamers wanting more games that promised pirate themed gameplay. Ubisoft have followed up with “Skull & Bones” which delivers the pirate ship battles seen in Black Flag but does not feature the open world exploration aspect. Therefore, I propose a video game that focuses on the life of a pirate as they command their ship, search for treasure and generally live the pirate life. The game could provide players the opportunity to have full customisation on the appearance of their pirate down, covering their physical looks, outfit and even a selection of voices. The player’s pirate ship could also be fully customisable to allow players to feel that it is really theirs.

The game would be open world with the player mainly being able to choose their own battles and make their own adventure. The game could also have a main storyline that players may choose to complete if they seek a complete story experience.

In order to differentiate the game and give the game it’s own unique look and feel, I have considered the potential of mixing the pirate theme with a futuristic sci-fi theme. This could allow for some innovative character/ship designs and give an eye-catching look. The game could also potentially explore certain pirate themed tropes such as sea-monsters and curses to give a more fantasy feel.