Technical Document

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# Project Overview

## Game concept

In the game the player will take on the role of a pirate as part of a pirate crew. They can either play solo by themselves or online co-op with friends as part of a crew. The player may choose to progress through story based quests or explore the world and battle other crews.

## Technical goals

The following are technical goals we wish to achieve in the game:

Primary Goals:

* Groundbreaking 3D graphics
* A large dense open world
* High Quality water effects and realistic physics
* Immersive sound design
* Well-designed user interface
* Collision physics
* Smooth controls for operating boat
* Competent AI
* Detailed character models and animations

Secondary Goals:

* Realistic boat collision physics
* High Quality AI
* Custom camera settings

Tertiary Goals:

* Custom graphic settings on console (FOV, framerate)
* Mod support

## Technical risks

* Having realistic water physics may be difficult to optimise for all platforms.

## Platforms

Current platform goals:

* Windows
* Mac OS
* Playstation 4
* Xbox One

# Gameplay

## Game structures/game objects

## Physics

## Player Actions

## Goals

## Skill trees

# Game World

## Design

## Game Objects

### Human

### Creatures

### Ships

## Water

## Ship Collisions

# Weapons

## Weapon 1

## Weapon 2

## Weapon 3

## Weapon 4

## Weapon 5

# Artificial Intelligence

# Multiplayer

# User interface

## Game Menus

### Main Menu

### Options menu

### Multiplayer menu

## In-game controls

### Controller maps

### Movement

### Looking Around

### In-Game menu

### Death screen

### Win Screen

# Graphics

# Audio

## Features

### 3D sound

### Volume control

## Formats

### Speaker settings

### Headphones

# Installer

# Appendices