Sailcore

Plot

Sailcore is a pirate-themed survival game where players fight off waves of supernatural enemies while keeping their ship afloat. The goal is to survive as many rounds as possible and defeat a final boss. Players choose from four classes: Brute (close-range, rage ability), Nimble (agile sword fighter), Ranger (bow and barrage attacks), and Cleric (elemental healer). XP is earned through kills, tasks, and fishing to level up abilities. The world evolves dynamically with passing landscapes, day/night cycles, and rare blood moon nights, culminating in an epic final battle.

Core Mechanic

The enemy wave system increases the number, health, and damage of enemies each round, with types such as ghost pirates, goblins, vultures, ballooners, gun pirates, and sea dragons. Tasks are vital to keeping the ship operational, including hoist upkeep, deck cleaning, feeding the crew, unclogging toilets, refilling the drummer's drink, and eating lemons to prevent scurvy. Fishing grants XP, pets, or a way to rescue drowned crewmates. When crewmates die, vultures drop them into the water; if not saved within one minute, they respawn as parrots with reduced utility. Musical dynamically shifts between child and chaotic breakcore tracks based on remaining tasks, crew health, and enemy count.

Assets, Levels, SFX, VFX

Assets include playable classes, pets, environmental objects like sails, barrels, fishing rods, instruments, plus a variety of enemies and bosses. The game takes place on a dynamic ocean map with changing backdrops like reefs, ghostly fog waters, volcanic islands, and frozen seas. SFX will feature weapon attacks ocean ambiance, task sounds (mops, hoists, toilets), and smooth music transitions. VFX will highlight weapon swings, pickups, elemental powers, ghostly enemy spawns, blood moon event cues, eerie red skies.

Timeline

Design (1 month)	Develop (1 month)	Playtest (2 weeks)	Marketing (2 weeks)
- **Concept finalization**: plot, classes, enemies, tasks, music system - **Initial sketches**: character, ship, and environment concepts - **Game Design Document (GDD) completion**	- **Core mechanics**: enemy waves, tasks system, fishing, death mechanics - **Class abilities** and **leveling system** - **Dynamic music** and environmental effects implementation - **Asset integration**: characters, enemies, ship objects, visual effects	- **Internal testing**: team tests mechanics and balance weekly - **External testing**: survey-based feedback from select players - **Adjustments based on feedback**: difficulty tuning, bug fixes and UI improvements	- **Trailer and** gameplay teasers - **Social media posts** and **progress** updates - **Community engagement**: playtest highlights, devlogs, and achievement showcases.