Game Design Document:

**Naval Battle**

**Game Overview:**

Naval Battle takes you on adventure located on an open sea during medieval times. You are sailing with your ship on an open world map, where you encounter and fight various enemies. You can visit several locations where you can upgrade different parts of your ship, recieve missions from people on those locations and find treasure.

**Locations:**

Beside open sea, this game allows you to visit 4 locations:

Golden Bay (Harbor City): Purchase upgrades for your ship, supplies for ship, recieve misions.

Dark Alley (Illegal Harbor City): Purchase weapons for your ship, recieve immoral misions.

Dead Mans Sea: Known Shipwreck location where you can salvage various leftovers while avoiding dangers and traps on the way.

Al'Kahar (Ancient City): Lost city built upon sea where you can find various artifacts, while avoiding dangers and traps on the way.

**Tools:**

For development of this game following software will be used:

Unity 2017.2.0f3

Microsoft Visual Studio Community 2017 15.3.3

Blender 2.79

Adobe Photoshop CS6

Adobe Illustrator CS6

Fontographer 5.2

**Creators:**

Marina Lučan – 2d design

Luka Belošević – 3d models

Martin Šoštar – programming