**Fast as the Wind**

(Working title, may be subject to change)

**The Game:**

The game would be a 2D perspective RPG, created on the Unreal engine. The player will control a ship and its crew in a world consisting almost entirely of open ocean.

The gameplay would consist of six different interfaces (a large majority of the gameplay takes place in interfaces 2 and 3):

1) A title menu, where the player can start a new game, continue a previously saved game, or delete saved games.

2) A large-scale map of the world’s ocean and the islands, and an icon representing the player’s ship. Also displayed are the ship’s resources and the crew’s status. The player can move the ship across the map, potentially triggering interface 3 in random and scripted encounters, and visit islands, triggering interface 4.

3) A smaller-scale view than interface 2. A small expanse of ocean is shown along with the player’s ship and another enemy ship (or, should time permit its inclusion, sea monsters), while stats such as the health of crew members and the ship are displayed in the corner of the screen. The player’s goal in this interface is to manipulate the crew and the ship’s sails, stern, and cannons to sink the enemy ship (or kill the sea monster).

4) A backdrop, likely of artwork depicting the area visited by the player, along with a text interface through which the player can interact with aspects of the area (markets to restock supplies, shipwrights to repair the ship’s damage, etc.) or set sail to return to interface 2.

5) A textual or visual representation (which it is depends on how much our group achieves in the semester) of the ship’s and crew’s stats and equipment.

6) A game menu, accessible at any time from interfaces 2-5, where the player can save, load other saves, and quit the game (and, if time permits, also change certain game options, such as volume)

**The Minimum Viable Product:**

* A small version of interface 2 (defined above), with a ship that the player can move to a few surrounding islands.
* At the islands, the player can enter an art-less interface 4, with the option to set sail and return to interface 2.
* In interface 2, the player has a chance (~25%) every time he/she moves across a square of a map to enter a simplistic interface 3, with two immobile ships side-by-side, and their health bars displayed. The player can make the cannons fire, which will damage the enemy ship, but nothing else. When either ship’s health drops to 0, the player will return to interface 2.
* Interface 6, where the player can save the game’s status (which, currently, will only be the ship’s position on the map)

**Potential Add-Ons:**

* More complex sailing interactions, such as fog of war, discovering underwater wrecks and kingdoms, fighting sea monsters and mermaids, etc.
* A more sophisticated and aesthetically pleasing combat UI
* Stats for crew, allowing certain members to specialize, and to increase player investment
* More advanced/realistic combat mechanics, such as ship positioning, wind adjustment, etc.
* More advanced interactions at port, such as port conquest/taxation, harbor fees, and privateering
* More advanced encounter simulation, essentially simulate a bunch of AI ships sailing around instead of random encounter chance
* Quests and a system of quest progression
* A story mode with an overarching plot
* A sandbox mode with a procedurally generated map, and flexible flavor to match
* A multiplayer mode with co-op, competitive, or skirmish options
* Music
* Sound Effects