

# Pirates Life

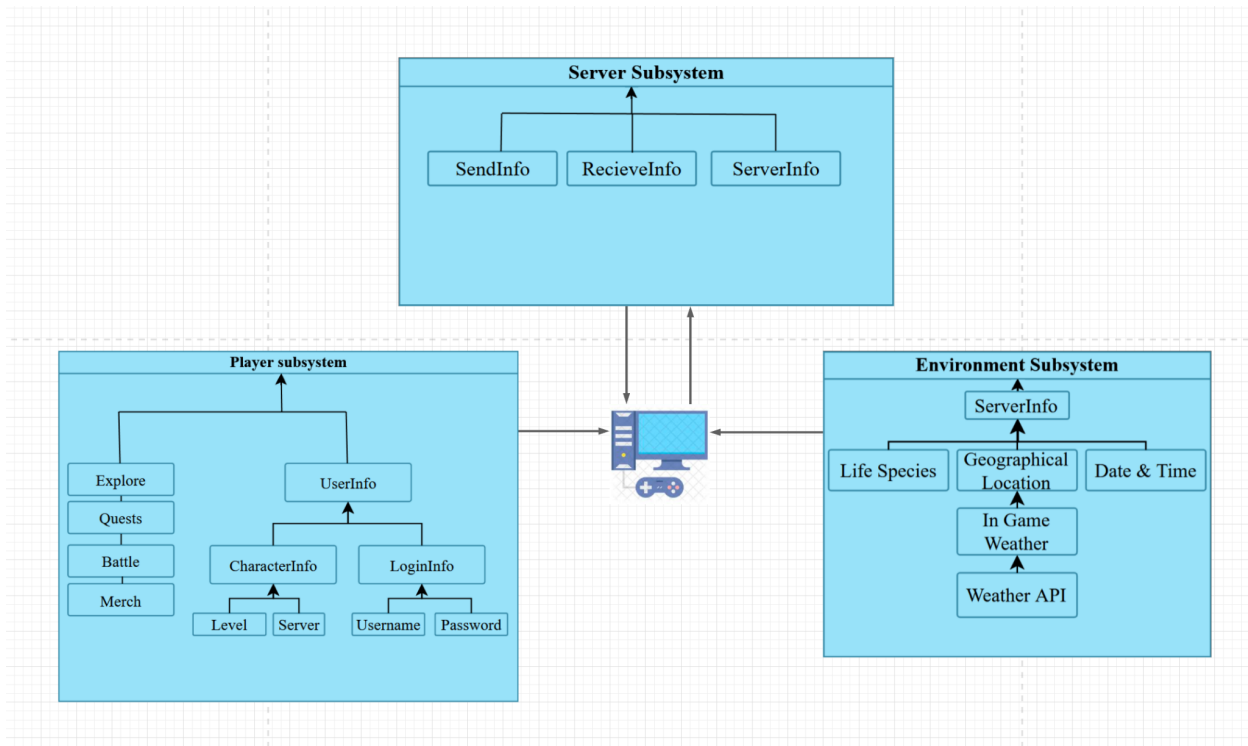
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**Project Description:** Pirates Life is an MMORPG type of game that will have a more realistic style of approach when it comes to gameplay and will allow the player to experience what life really was like during older eras. Along with the realistic style of approach, the world will be constantly changing with the constant updates that will periodically occur and cause new events to shape the land and feel of the game along with the Weather API that will use real time data to have the correct weather displayed to correct regions. . Players will be allowed to choose from one of the two servers that both have their own unique styles such as the eastern regions vs western regions. The two regions will involve different types of weapons/life forms that are appropriate for the known history of the region, as well as tracking two completely separate save states for the players. This means they can progress through each region individually, allowing for much more gameplay.

## **Requirements**

- **Functional Requirements:** The functional requirements in the projects were basic required functionalities in simulation games such as proper launching of game, user login, secure payment process, information collection through forms, region selection, character selection, load game with rendered graphics and connection to server. These requirements set a proper standard for the game and makes a game like this very productive.
- **Data Requirements:** The datas required in this game can be classified into the account data and gameplay data. The account creation data comprise of all the datas that will be required from the user or generated by the program that identifies a user. The gameplay datas are the datas that relate to the actual gameplay and these are program generated. They include but are not limited to character data relating to enemies, ships, islands and so on.
- **Performance Requirements:** The performance requirements added particularly focus on fast and smooth gameplay without any error. They are important because they make sure the game is playable in a fair and quality manner. Also, it decreases the chances of datas in the program.
- **Security Requirements:** The system will require an extensive anti-cheat in order to protect the integrity of the game and prevent malicious actors from ruining the game experience for others. It is also important that we are able to effectively protect user's private information, including their financial information.

## **Project Design:**



One of the main systems of the project would be the environment subsystem which would be in charge of keeping the main scenery of the game alive with updated details such as the weather, life forms that should be in specific areas, etc. Alongside that the player subsystem would be necessary since each player would have their own progression which would be stored onto the cloud which allows them to use any device that can run the game without worrying about having to create a new character. Lastly the Server subsystem would be necessary since this is where all information retained to each server would be stored and passed to any clients/users. The product should be available on primarily PC but the development team would also attempt to make cross platform a feature along with looking into the newer market of cloud gaming such as the stadia.

**Project Issues:** The major issue that will affect the game will be lack of proper communication with the server as it acts as the controller and provider of the game. The inaccessibility of weather data and improper reading of player inputs will also greatly affect the gameplay in this game.

**Project Retrospective:** The plan of developing this project has been detailed to a good amount and could be considered a great success. Creating the product would be a matter of properly following the plans in the documentation. Some things that could have been improved perhaps is the even more detailing of objects, the type of enemies players may encounter and what types of things that the development team would do in order to have players continue to renew their services/player subscription.