Group 11: Michael Chau, Alen Peter, Alejandro Cabral

Project Summary

The main objective of the project is to create a massively multiplayer online roleplaying simulation game (MMORPG) themed around the era of Pirates. In the game the players will have options to select where they start their adventure in, where each region has their own scenery, environment and story to it.

The purpose of this project is to take advantage of the underrepresented genre of the pirates theme in the video game industry. The project will be created with specific goals in mind in order to stray away from the competitors. Cultivating a large fanbase and maintaining it will be one of the goals and this will be achieved through constantly outputting new content for users to enjoy. The content will be able to be created at a much faster pace than other games due to the payment model the game will be pursuing which would allow more developers from all sorts of backgrounds to join the team and aid in creating the content. Another goal the team had in mind was to also pave the way for an expanded universe meaning the franchise A Pirate's Life would not be just limited to being a video game but also open to the idea of merchandise and movies being based on the franchise.

The projects scope of work is very broadly aimed at all types of players from inexperienced gamers to players who would consider themselves hardcore. The team is also aiming to get published by a publisher that would allow the development team to freely work on the project with minimal interference from the publisher on the gameplay or payment models currently planned (such as enforcing microtransactions). The competing products of this project would be *Sea of Thieves*, *Atlas, Assassins Creed Black Flag,* and Amazon's newest release *New World.* The main difference between A Pirate's Life and these competing products is the pace of content released as well as the overall focus of the game. A Pirate's Life would focus more on the realistic side as opposed to the fantasy side of things which would cater more to an untapped crowd.

The scope of the product will be based on what interaction the players, admin, server, and external groups such as the bank, and the weather api have with the product. Players will be able to have more unique scenarios to work with the product such as when they first start the application which gives the opportunity to login or create a new account, where the admin will take the entered information and submit it to a database. Servers will receive data from what the users do such as paying for subscriptions, which will be processed by the bank, and the player's membership will be updated by the admin.The server will also receive information from the weather api to relay the data to the server so that player's location weather will reflect the weather from the api's data.

Clients targeted for the project would be not only players but also publishers. Ideally the team would like to attract a well known publisher. Companies with well established and well received games would be preferred such as Bethesda or Ubisoft since feedback from the publisher could prove to help improve the game. The target audience for the series would also be inclusive enough so everyone would feel comfortable while experiencing A Pirate's Life. During the process of the creation of the project experts in both history and the ocean wildlife would be referred to in order to achieve the highest possible realism. When the official launch of the project is nearing completion, beta tests of the project will be sent to users of all types in order to gather feedback on the entertainment level as well as the accuracy and realism of the game.

The two major requirements that need to be fulfilled by the players are a stable internet connection and an account in one of the third-party payment applications approved by the publisher of the game. A stable internet connection is important for an online game like this as almost all communications and interactions of elements in the game are made through the internet. This includes but is not limited to payments, communication with other players, getting status of the game, retrieval of weather data from external api and so on. Also accessibility to one of the weather api is also required by the game. This helps in generating real weather effects in the game depending on the location chosen by the player. The physical location where the game is played should satisfy the electrical requirement, internet and size of the gaming device.

Our Naming conventions and definitions derive from common terms used within the gaming industry. For example, NPC, MMORPG, AI, and Exp are extremely common examples of terminology used in the majority of games ever developed. NPCs, or Non-playable characters, represent any character within a game that is not the player such as a town folk that says a line when you talk to them. AI, or artificial intelligence, is an extension of NPCs that are able to make decisions and change their behavior depending on the environment around them, and thus they can be thought of as advanced NPCs. MMORPG stands for Massively Multiplayer Online Role Playing Game, which is an important tag as it will help players not only recognize what kind of game it is, but also allow this game to appear when that term is searched. Exp stands for experience, which is the most common way for players to advance their character's strength. Players gain experience from doing certain tasks and require a certain amount of experience in order to level up and strengthen their character.

The project's relevant facts and assumptions are that the pirate robbery with ships and diseases that made vulnerable to the players in the game would be made as the major challenges that makes the game exciting. Also weapons and related technology allows players to survive/attack in the game and this makes the game entertaining. There are various assumptions made in the working of the game. Players are expected to play the game on a console and operating system on a stable internet connection. Also they are assumed to either easily follow steps like account creation and or atleast follow the instructions given by the publisher.