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Game Design Document: Pirate Scavenger

Version: 1.1

Genre: Action-Incremental / Survivor-like (Bullet Heaven)

Platform: Web (HTML5/Canvas)

Theme: Pirate / Treasure Hunting

Perspective: 2.5D Top-Down

Game Overview .1

High Concept 1.1

Pirate Scavenger is a fast-paced, kinetic action game where the player controls a pirate scrambling to harvest buried treasure on a beach before the tide comes in. It combines the satisfying physics of "swinging" mechanics with the accessible, addictive progression of idle/incremental games

Core Hook 1.2

The player does not click to attack. Instead, the Pirate swings their cutlass automatically at a set rhythm. The player's skill comes from **positioning** and **aiming**—lining up the perfect swing arc to hit multiple treasure chests while weaving between durability-destroying rocks

Gameplay Mechanics .2

Controls 2.1

- .**Movement:** WASD Keys •
- .**Aiming:** Mouse Cursor (The pirate always faces the cursor) •
- .**Attack:** Automatic (Auto-fire system). The cutlass swings towards the mouse cursor at regular intervals •

The Day Cycle (Energy System) 2.2

- .The game operates on a "Run" based system, thematically represented as a Day Cycle
 - .**Sunlight (Energy):** The player starts with 100 Energy •
 - .**Decay:** Energy decays passively over time (representing the sun setting or tide rising) •
 - .**Penalty:** Hitting obstacles (Rocks) drastically reduces Energy (Fatigue) •
 - .**Game Over:** When Energy reaches 0, the run ends, and the "Night/Shop" phase begins •

Combat & Physics 2.3

- .**The Swing:** The weapon is an invisible hitbox that sweeps in a cone shape (Arc) centered on the mouse cursor during
 - .an attack
- .**Kinetic Feel:** Hitting targets provides visual feedback (particles, floating text) •
- .**No Contact Damage:** The player does not take damage from touching chests. The only threat is the time limit and
 - .hitting rocks with the weapon

Game Elements .3

The Player 3.1

- .**Visual:** A 2.5D blocky pirate character with a red coat and hat •
- .**Weapon:** A Silver/Steel Cutlass that only appears during the swing animation •

Targets (Loot) 3.2

- .These are static entities scattered across the beach
- :**Treasure Chest** •
 - .Appearance: Gold/Yellow box •
 - .Behavior: Takes damage from sword swings. Drops Gold upon destruction •
 - .HP: Medium •
- :**Ruby Gem (Rare)** •
 - .Appearance: Red glowing diamond •
 - .Behavior: Rare spawn chance (10%). High HP, High Gold reward •

Hazards 3.3

- : **Rocks** •
 - .Appearance: Grey/Brown boulders •
 - .Behavior: Indestructible •
 - :Collision: If the player's sword hits a rock •
 - .Sparks fly .1
 - .The player loses a chunk of Energy immediately ("~-FATIGUE") .2

.The sword swing is interrupted (visual bounce) .3

Progression System .4

Economy 4.1

.Currency: Gold (G) •

.Earning: Destroying Chests and Gems adds to the player's permanent Gold total •

.Spending: Gold is spent in the Shop after a run ends •

Skill Tree (Upgrades) 4.2

.The player purchases permanent stat boosts to extend their runs and increase efficiency

Description	Stat Affected	Upgrade Name
.Increases damage per swing, destroying chests faster	Damage	Sharp Blade
.Reduces the cooldown between auto-swings	Fire Rate	Quick Hands
.Widens the cone of the swing (from 45° up to ~180°), hitting more targets at once	Arc Size	Wild Swing
.Increases how fast the pirate moves across the sand	Movement Speed	Peg Leg Polish
.Increases the length of the sword hitbox	Range	Long Reach

Visual & Audio Style .5

Visual Style 5.1

- .**2.5D Aesthetic:** Objects are rendered with "sides" and shadows to fake depth on a 2D canvas •
- .**Palette:** Warm, sandy colors (#e0cda7) contrasting with bright loot colors (Gold, Red) and deep blue water borders •
- .**Feedback:** •
- .**Damage Numbers:** Pop up and float upwards •
- .**Particles:** Wooden splinters/gold coins when chests break; sparks when rocks are hit •
- .**Lighting:** As Energy gets low, a dark blue overlay fades in to simulate sunset/night •

User Interface (UI) 5.2

- .**"HUD:** Minimalist. Shows current Gold and an "Energy Bar" labeled "SUNLIGHT" •
- .**Shop:** A thematic overlay styled like an old map or parchment, connecting upgrade nodes with lines •

Technical Specifications .6

- .**Engine:** Custom JavaScript Engine (HTML5 Canvas API) •
- .**Resolution:** Responsive (Full Window) •
- .**Input:** Keyboard (WASD) + Mouse •
- .**Storage:** Browser localStorage (Simulated in prototype via variable persistence) •

Future Expansion Ideas (Post-Prototype) .7

- .**Active Enemies:** Crabs that patrol the beach and pinch the player (slowing them down) •
- .**Map Expansion:** Unlocking new zones (Jungle, Cave) with different visual themes •

- .**Ultimate Ability:** A "Cannon Barrage" that clears the screen on a long cooldown •
- .**Pets:** A parrot that flies around and collects gold automatically •

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