**18th century Canton Pirate Experience**  
  
**Overall goal as the player**:  
Accumulate as much wealth as possible and deposit it safely in the communal stash.  
Going for a high score or placing on the online leaderboard for infamy or riches.  
  
Setting:

The game is set in the South China Sea region, primarily focusing on Canton ports and surrounding areas, during the decades around 1800.  
(Time will not be realistic in game, to allow for addition of historical characters and events that were not around at the same time. Dates will be added to avoid confusing anyone.)

**Major Historical Figures:**

1. Pirate Queen Cheng I Sao (Ching Shih):

Cheng I Sao, infamous pirate queen of the early 1800s.

Her exploits and influence will be an integral part of the game's narrative, emphasizing her strategic brilliance and impact on the region.  
Hear about her from other pirates, and encounter some of her legendary fleet.  
Learn about the structure and system of the Confederacy of pirates.

1. Cui Zhi 'the Benevolent Thief':

A legendary figure from the 1620s, known for taking half a ship's cargo if they could afford it.  
An example of how piracy was used as an escape from Qing taxation, and not entirely greed fueled and immoral.

His tales will be woven into the game as a legendary figure, perhaps influencing the protagonist's choices.

1. Pirate Mo Guanfu:

A fisherman turned pirate, ultimately hanged.

Players may encounter Mo Guanfu in various ways, perhaps witnessing his trial and hanging, or encountering him as an NPC.

Game Features:

1. Leaderboards:

Online leaderboards for accumulating wealth and infamy.

Infamy points calculated based on actions that attract attention from the Qing Dynasty, with potential consequences.  
I will be using the free Easy Leaderboard by Lootlocker extension for Gamemaker Studio 2 to implement online leaderboard.

1. Naval Combat:

Realistic naval combat with cannons and historically accurate weapons.  
Weapons can be stored in the ship inventory and equipped to use in navel battles.

Emphasis on strategy and historical accuracy of advantages and disadvantages for each ship, for maneuverability, speed, and affordability.

1. Trade System:

Dynamic trade system reflecting historical trade trends.

Prices and goods change based on supply, demand, and other factors. Includes some randomization to add a little luck to the game.

1. Playable Starter Characters:

Choose from three starting roles: Merchant, Fisherman, or Port Worker.

Skillsets and situations from each role contribute to the transition into a pirate's life.

1. Simulation Aspects:

Engage in port labor, trading, and hauling goods to simulate the life of a seafarer in the region.

A way to learn controls and accumulate resources to progress early in the game.

1. **Character Interaction:**

Dialogue with characters featuring multiple response choices.

Culturally appropriate responses required for success, reflecting the historical and social context.

1. **Barter System:**

Barter system for trade in less economically developed areas.

Items' values influence successful trades, adding complexity to economic interactions.

Currency:

1. **Currency system**

With copper coins, silver ingots, and occasional other forms of currency.

1. **Alliance/Relationship Meter:**

Develop alliances and relationships with other merchants or pirates.

Diplomatic choices affect gameplay and trade opportunities.

1. **Navigate Qing Dynasty's Maritime Policy:**

Consider and adapt to the Qing Dynasty's strict regulation of international trade.

Player choices influence the level of attention from authorities.

1. **Pirate Taxation Systems:**

Enforce or get taxed by pirate taxation systems.

Choices impact relationships with pirate organizations and the Qing Dynasty.

1. **Gulf of Tonkin as Major Pirate Bases:**

Explore and interact in pirate strongholds in the Gulf of Tonkin.

Navigate the challenges and opportunities presented by these key locations.

1. **Tayson Rebellion Impact:**

Understand and navigate the impact of the Tayson Rebellion on pirate activities.

Historical events influence the player's opportunities and challenges.

1. **Ship and NPC AI:**

Ship and NPC AI with various states and behaviors.

Random wandering, following trade routes, and engaging in dynamic interactions with other NPCs.