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Project 2 Proposal

Pirates: The Sequel

Discussion

In *Pirates: The Sequel*, I'm trying to attempt to create a turn-based game where the user must travel across the boardgame. My inspiration comes from simple internet-based games I used to play growing up and Civilization. I want to explore creating a game with lots of different elements. For example, if I have the time, I would like to create maps with features like ports or islands where the user can replenish their lives or maybe even capture the city and then they can control that city in the next rounds. I think there's a lot of potential to make the game fairly complex and that's why I want to explore these ideas in the second project given that we have more time. I also want the game to feel more fun and have smoother animations/transitions than my previous projects. In the prototype, I've created the basic framework/skeleton of the game; that is, the turn-based aspect and the players as separate classes (the computer player class and the user class) as well as the simple animation to move each character through the grid.

Technical Challenges

I think if I plan to incorporate lots of elements and features, the main challenge will be to keep my code fairly legible and clean. With the last project, I sometimes got lost in my code and it got harder and harder to add more elements. Another technical challenge will be to make the computer player have a certain strategy. I'm not too sure how I will approach this, or if I will resort to using random numbers somehow but it will be one of the main challenges of this project. In this prototype, I explored the ideas of a grid-based game as well as a turn based game where the user plays a certain move and then the computer plays and so forth. I'm still trying to find another way to implement the animation of moving each player on the grid since the computer player seems to deviate slightly from its target move after each turn.

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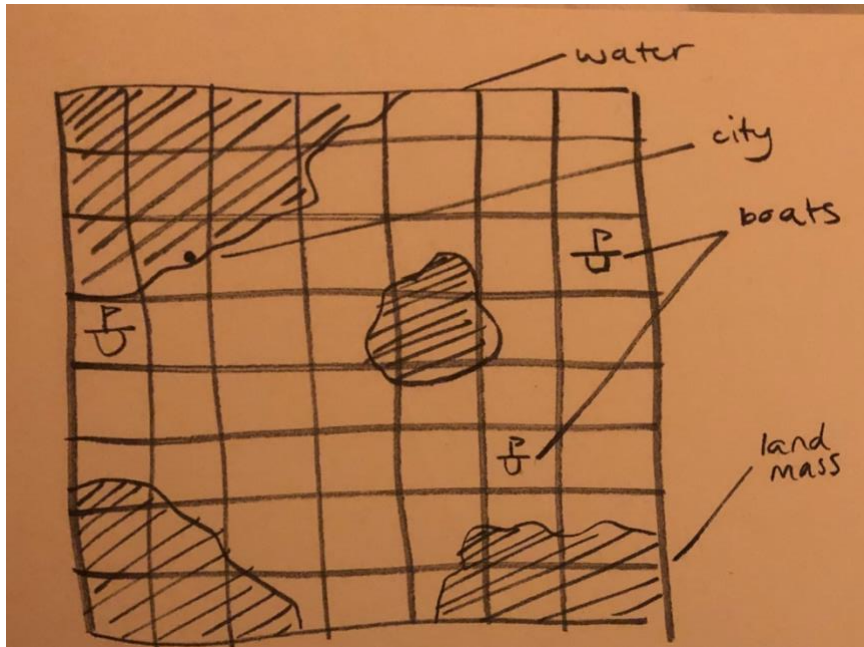
The main game is meant to look like a map with different elements like landmass where the boat can't travel, ocean and various port cities along the coastline. There will also be computer players that have their own boats.

When the user approaches one of the ports or is in range of it, I'd like there to be a pop up screen that appears where the user has different options of repairing their ship, collecting treasure/trading goods and rearming their weapons. Depending on how many lives/the health of their ship, the user will need to stay at the port for a few turns to fully recover. It's meant to have a sort of medieval/pirate time feel to the interface.