

= Pirates of the Caribbean : Armada of the Damned =

Pirates of the Caribbean : Armada of the Damned is a cancelled action @-@ adventure role @-@ playing video game that was being developed by Propaganda Games for the Xbox 360 , PlayStation 3 , and Microsoft Windows platforms . Originally set to be published by Disney Interactive Studios , it was the first attempt to create an open world game based on the Pirates of the Caribbean film franchise . The project was cancelled in October 2010 , soon before the closure of Propaganda Games .

Set before events of The Curse of the Black Pearl , the game was to follow James Sterling , a pirate captain whose main mission was to travel across the Caribbean Sea to make a reputation for himself . Although little was unveiled about the story , it was intended to be independent from the films ' main arc and include new characters . Gameplay was to have emphasized role @-@ playing elements , including real @-@ time combat and weapon customization .

After its announcement at 2009 's Electronic Entertainment Expo , the game received positive responses from most video game journalists . Daemon Hatfield from IGN thought it " a promising action RPG " , while GamesRadar praised the gameplay , comparing it to Assassin 's Creed . Journalists were disappointed when Disney cancelled the game several months before its planned release date .

= = Gameplay = =

Armada of the Damned was conceived as an action @-@ adventure role @-@ playing video game played from a third @-@ person perspective and set in an open world environment based on the Pirates of the Caribbean universe . The player was to take the role of James Sterling , a pirate captain whose main mission was to travel across the Caribbean Sea and make a reputation for himself . Some of Sterling 's features could be directly customized by the player , although Armada of the Damned was centered on a choice system that would affect the character 's appearance , personality , weapons , attacks , quests , and story developments .

Although most of the character 's specifications could be customized , some elements were to be determined by the game 's two character types , Legendary and Dreaded . Choosing a type at the beginning of the game affected several gameplay and story elements . Each character type had unique features that shaped the way the game was experienced , including how the environment and non @-@ playable characters interacted with the player .

Combat in Armada of the Damned was split between land and sea . Sterling had a light and a heavy attack , which could be combined to create combos that increased the damage he inflicted . Correct timing lead to a bonus attack at the end of the combo that improved its strength . Sterling could also curse his opponents . The curse was a spell that weakened all surrounding enemies when it was used as a finishing move . All attacks , special moves , and combinations varied depending of the pirate type chosen and could be upgraded at will .

In the game , the player was given a customizable ship named the Nemesis , commanded by Sterling and his crew . The player 's choices in the game would determine the crew they could hire , which in turn affected the ship 's attributes . The vessel could be used to explore the Caribbean Sea and battle other crafts . During combat , the player could maneuver the ship , fire the cannons , or board the enemy vessel for hand @-@ to @-@ hand combat . If the enemy craft was boarded and the enemy crew was eliminated , the player received more loot than if it was destroyed . Loot salvaged in these battles could be sold in markets .

= = Plot = =

Little information was revealed about Armada of the Damned 's plot . Sterling had no connection with the film series ' characters and story arcs . The game and the films shared the same universe , but the former was to take place before the events of the latter . Sterling , raised in a poor family , was a young adventurer with dreams of fame and fortune who decided to become a pirate .

Although he was killed on his first voyage , Sterling was revived by supernatural forces which gave him a second chance . After these events , the player had the option to follow two paths : become either a Legendary or a Dreaded pirate . On the Legendary path , the player would be a well @-@ respected pirate who acted in good faith . On the Dreaded path , the player would be mysterious and feared .

= = Development = =

Propaganda Games , a studio founded in 2005 and owned by Disney Interactive Studios , developed Armada of the Damned . The studio was established by former employees of EA Canada and focused on the development of action @-@ adventure games for Disney . Propaganda 's first game , Turok (2008) , became a commercial success , selling more than one million copies . After Turok 's release , the studio began working on a project for the Pirates of the Caribbean franchise . Propaganda 's vice president and general manager Dan Tudge said that this was because " it is a universe fans will be dying to explore " . The studio revealed that they worked on several scripts to improve the gameplay focus . Armada of the Damned included an interactive choice system to shape the game , making choices an important feature .

According to game director Alex Peters , Armada of the Damned 's characters were developed unattached from those that appear in the film series . " We were very clear that we didn 't want to be associated with being a movie game " , he commented . This desire led to the creation of James Sterling , a character that would fit the studio 's needs and feel familiar to the characters featured in the films . An original music score was written for Armada of the Damned , while the musical themes from the films were " treated tastefully and only used on occasion . " After the game 's cancellation , the score was used in Lego Pirates of the Caribbean : The Video Game , which was released in 2011 .

= = Cancellation = =

During Armada of the Damned 's development , Propaganda Games also worked on Tron : Evolution , which was released in December 2010 . In October 2010 , Disney Interactive Studios announced that Armada of the Damned 's development team would be laid off as part of a restructuring program . However , Propaganda would finish development of Tron : Evolution and its post @-@ launch downloadable content .

The restructuring reduced the studio 's staff by more than 100 people and led to the cancellation of Armada of the Damned . The remaining development team worked to finish Tron : Evolution , whose team was also affected by the lay offs . However , after the game failed to attain critical or commercial success , Disney cancelled its planned downloadable content and closed Propaganda Games .

= = Reception = =

After its announcement at 2009 's Electronic Entertainment Expo , Armada of the Damned was met with positive reactions from most video game journalists . Daemon Hatfield from IGN named it " a promising action RPG , " elaborating that " even though Armada of the Damned uses the Pirates of the Caribbean license ... [it] is its own game , an adventure that lets players create their own pirate and wander the seas of the Caribbean seeking fame and fortune . " Chris Antista from GamesRadar praised its gameplay , comparing it with Assassin ? s Creed . He stated that " the game has spectacularly preserved the spirit of the films , and they ? ve done it without parasitically clinging to moments you ? ve already seen on the big screen . "

An editor from the Official Xbox Magazine speculated that since the first Pirates of the Caribbean film was " followed by a progressive descent into mediocrity and Krakens with twirly tentacles in the sequels , any game that 's set before the first movie is likely to be amazing . " Matt Miller from Game Informer was impressed with the game , praising its Mass Effect @-@ like speech and combat

systems . He commented that " we didn 't go into our meeting for Pirates with great expectations , but came out pleasantly amazed at the potential of the game . " Joystiq 's Mike Schramm compared the game to Fable , noting that " what is there looks good ? the combat was solid , if a little shallow , and the graphics and polish are well on their way . "

Journalists expressed disappointment when Disney reduced the staff at Propaganda Games and cancelled development of the game several months before its planned release date . IGN 's Ryan Clements stated that " it 's a shame that [Armada of the Damned 's] potential won 't be realized at this point in time . " Justin Towell , writing for GamesRadar , was frustrated by Disney 's decision : " It makes no sense to completely abandon work on a game that 's clearly not that far off completion . " Game Informer 's Jeff Marchiafava also expressed sadness about the cancellation , saying " What kind of noise does a depressed pirate make ? Because we would totally be making that noise right now . "