

Scenario 2: York Pirates!

This document has been created from material available to 2019 SEPR students. It combines the briefs for the initial (assessment 1-3) and updated (assessment 4) product.

In an alternative Universe, the University of York is built around a very large lake, on which you can find a number of colleges and departments. Ships are the only manner of transport to go from college to college or building to building; some colleges may be friendly to each other, others may be hostile to each other.

You are a privateer with allegiance to one College (e.g., Alcuin). You sail the great Lake of York on quests and adventures, and may choose to attack ships of other Colleges, try to sack Colleges, hunt for buried treasure (e.g., hidden near the mysterious Biology department), etc. Gameplay ends when the player is defeated in some way (e.g., in combat with another privateer, or destroyed by a rival College), or when the player has achieved the game's objective (see below). Specific features that are required include:

- The game must have at least two modes: sailing mode and combat mode. In sailing mode, the player sails across the Lake of York and may encounter other pirates/privateers, obstacles (e.g., Lake Monsters), or bad weather. In combat mode, the player may engage in combat with another ship or a land-bound object (like another College or Department).
- There must be at least five colleges and three departments in the game.
- Points must be accumulated through combat and via the passage of time (e.g., sailing through bad weather without sinking may accumulate more points than simply sailing through good weather). Defeating another pirate ship will lead to the acquisition of plunder (i.e., gold).
- It must be possible to capture another college via combat; successfully capturing a college will lead to additional points. It should not be possible to capture a department. Capturing a college may lead to the acquisition of plunder (i.e., gold).
- Each game play should have an objective (e.g., defeat the Chief Pirate of James College). The objective should not be immediately achievable (i.e., there should be tasks that need to be completed first).
- There should be a way to "spend" the plunder (e.g., gold) acquired, e.g., to repair a ship, to acquire new provisions or weapons etc.
- There should be a mini-game, completely different from the main game.

Constraints

You are building a game that should be playable and enjoyable by your SEPR cohort. However, there are two stakeholders that you must also accommodate.

- The customer: one of your lecturers will play the role of a customer who is interested in eventually trying to market and sell your game. Ultimately the customer is the person you must convince of the validity of your assumptions and decisions. This stakeholder can be contacted as often as you need and at any time (but do not expect an instant reply!).

- The University of York Communications Office: who is interested in using your game for its own promotional activities, e.g., at Open Days, UCAS Days. Please note that you can only communicate with this stakeholder through the lecturers.

For Assessment 2

- Implement combat with other ships, three colleges, 2 departments, and the points system.

For Assessment 4

- Add a new type of crew member, who can be added to a player's ship after achieving an objective, which grants the player's ship special abilities (e.g., faster movement, stronger attacks).
- Add a new type of natural obstacle to the lake, e.g., a whirlpool, a typhoon, a giant sea serpent. The obstacle should appear randomly and, ideally, should be something that can only be avoided or endured, instead of defeated (e.g., it causes damage, or delays progress).