

**Concept:** The game takes place during the golden age of pirates. The player has been captured by pirates and is a prisoner on a pirate ship. They wake up in the brig of the ship, tied up in ropes. The player must break free and find a way off the ship. Along the way, the player learns that the pirates on their ship are not happy with their captain. The player can then choose to escape the ship or help the pirates stage a mutiny. The player will face challenges on the way, and can lose the game by being caught, or making the wrong decisions and being forced to walk the plank.

**Selling Point:** The game allows players to engage themselves in the world of pirates, and feel like their actions have a unique effect in the game's world.

**Market Audience:** The game is geared towards a younger audience who have a fascination with pirates and the pirate age. The alternate audience is geared towards people who like text-based adventure games and fantasy settings.

**Tone:** The tone of the game is lighthearted and humorous. The game will feature mild violence, but will not feature any dark themes or content.

**Goal:** The goal of the game is to reach a conclusion of the story. The player can reach either a good ending or a bad ending.