

David Kozdra
Braden Ireland
Amir G
10/24/2022

Brainstorm Game Mechanism

Phase 1: The Game Mechanic

Our mechanic will be engaging in combat with ships of varying difficulty, sinking them will increase your fighting power and earn cosmetics, losing causes you to lose much of your progress.

Phase2: Game States

on Foot
Driving Ship
Controlling Cannons
Dead
Naval Combat
raiding ship

max health
speed
direction

Phase 3: Game Features

Ship combat

Loot randomization

Multiple ship types

Split screen multiplier

Wave system

Phase 4: Board game

grid every time we move an event can happen

other ships will move as well

dice based combat

win = gain crew, loot

upgrade ship when docked

health = health

speed = how much you can move per turn

multiple areas with varying difficulties

If you board an island you can not be attacked but you also can't make money, Players make 25 gold every turn. Players can move one grid per turn then two grids if they have the best ship, then 5 with the last ship. Each ship costs 0, 100,250. Combat a player attacks someone and if they roll the dice at the number 3 higher or 3 lower then the enemies guess, then the enemy loses a health. Each player has 5. If the dice lands on the number the player wins all the other players gold and the other player has to have a starter ship. The first player to 500 gold wins

Was fun to play and showed us that enemy encounters need to be more fun, you can see the enemies coming so you should be able to attack them by ramming at them or with cannons. The win condition is also incomplete, getting enough gold makes more sense than beating the boss, but is less creative.