RTS

choices:

sink ship = less loot/safer fight/minimal loss of crew

board ship (raiding) = more loot/possible loss of crewmates/possible gain of crewmates

ability to gain crewmates

crewmates can die

crewmates' skill determines their survivability and role on the ship

crews' skill is an overall number

-morale

-stregnth

-efficiency

Crew health

-health of crew

Ship hull health

-for just the ship and sinking

different commands given to crewmates

-repair ship

-fire the cannons

-Broadside cannons

-less range

-more hull damage

-less crew damage

-Deck cannons

-more range

-less hull damage

-more crew damage

-Special cannons don't do much damage slow the enemy ship down (like a status effect)

-anchor

-board ship

-kill = less risk

-capture = more risk

-take a break = lower ship speed, boost morale

can board ship by ramming or have crew fire grappling hooks

ramming will never sink ship

can only board if ship is damaged

cannot board if enemy ship is sunk

accuracy modifiers for weather and distance from target

docking is simple (when close enough you just stop the ship with anchor and it will spawn your character alone on the dock)

-area to repair ship

-upgrade ship stats for better dice rolls

-buy rum, boost morale, lower efficency

-hire more crewmates

third person/first person (TBD) combat system to give player their own control during fights. Allow them to help crewmates in fights