Tides of treasure

Matthew Hardenburg

# Premise

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|  | “In an honest service there is thin commons, low wages, and hard labor; in [piracy], plenty and satiety, pleasure and ease, liberty, and power… No, a merry life and a short one, shall be my motto."  - Bartholomew “Black Bart” Roberts |

You awaken on a foggy island with no clue of where or even who you are. All you can find lying around are the tools of a pirate. Yes, everything you need to be a pirate is right here on this foggy island, from swords to pistols to a compass. Let’s not forget the rum either. In the distance, you can even make out the mast of a ship through the fog. What are you waiting for?

The life of a pirate is one of adventure and treasure. Adventure across the open seas allows for a wide range of activities, from mere relaxation, to braving the troubles of violent storms. On your independent journey across the seas, you will encounter many islands, each with their own secrets and treasure. That’s not to say that there won’t be foes and competitors, however. The life of a pirate is dangerous yet liberating and exhilarating.

Brave the tumultuous seas and discover clues from your past. Can you remember who you are? What will you become on the seas?

# The Game

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|  | Features and appeal |

The game will feature an open-world sailing experience between various islands and a central trading hub. While the game is primarily a solo experience, you will encounter friendly NPC pirates who will be more than happy to sing a merry tale. On the various islands the player encounters, they will have to contest with the natural fauna, island defenders (monster types), and of course, enemy pirates. Scaling difficulty will be included as well, affecting combat intensity, to appeal to both the hardened veteran sailor, and the casual boat enjoyer.

This game at the time is only being developed for Windows systems, yet in the future console/Mac ports can be designed.

## On Release

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|  | All bullets included will be in the game on the initial release |

* Storyline detailing the player’s past and future on the seas
  + Potential for character-building/roleplay
* Multiple fully sailable boats
* Encounterable NPC pirates
* Combat system with weapon-swapping
* Enemy pirate encounters
* 3-5 major islands
  + Contains a full dungeon offering high-end upgrades
* 5-10 minor islands
  + Contains lore/treasures
* Differing sea currents and potential storms

## Future Updates

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|  | Planned updates for future releases of the game. |

* New story-based adventures
* On-ship activities
  + Fishing, drinking, etc.
* Sea monster battles
  + Potential opt-in for more combat inclined players
* Potential for ship/player customization
* And much more…

# Our Proposal

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|  | To fully develop and present this game, we are asking for **$800,000.** |

To completely develop this game, my studio is asking for **$**800,000 for %10 of the revenue earned. This figure was calculated based on our game releasing after two years of development. The bulk of the cost will be devoted to team salaries and advertising costs, as detailed in the Cost-Analysis section. This is also considering a sum of petty cash, roughly $12,000, left over for situational needs.

We can work remotely and utilize version control software, to eliminate the costs of running an office space

## The Team

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|  | The development team that would work remotely on the game. |

* Matthew Hardenburg
  + Me, the project leader
  + Game/Systems/UI Design
* Two potential Script/Systems/UI Designer
  + Additional design help
* One Potential Audio Engineer
  + To ensure audio quality
* Three potential 3D modelers/animators
  + To create entirely unique assets and animations
* One Potential Concept Artist
  + To create designs for the modeling team

## Cost-Analysis

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|  | Breakdown and justification of the asking price. |

* Team Salary (Steam revenue will be redistributed amongst team)
  + Me, $40k/yr. + 15% revenue
  + Game/Systems/UI Design - $45k/yr. + 10% revenue
  + Audio Engineer - $40k/yr. + 5% revenue
  + 3D modeler/animator – 50k/yr. + 10%revenue
  + Concept Artist – 35k/yr.
* Development Equipment
  + Computers and accessories delivered to the team - $20,000
  + Audio Mixing equipment - $15,000
  + Concept Artist Equipment - $3,000
* Steam Distribution
  + $100 initial listing, and %30 revenue until game has reached $10 million
    - Shifts to 25% after game has reached $10 million but before $50 million
    - Shifts to %20% after $50 million
* Advertising
  + $130.000 in various advertising costs
    - Roughly 20% of development costs

# Conclusion

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|  | The seas await you, matey! |

I hope that you come to enjoy pirates as much as I do, if you don’t already of course. There’s such a refreshing quality to sailing the open seas. All the treasure and plunder helps too. To help bring this pirate experience to life, please consider our offer. If you want to follow-up or have any questions, don’t hesitate to contact me at mzh5947@psu.edu.

[**Link to Demo Trailer**](https://youtu.be/7syTDwzkuqY)