Design Document - Trader

# Concept

The woman/man of your dreams rejects you because you’re too poor so you spend most of your life savings on a ship, deciding to become a trader and make enough money that she will consider you worthy.

As a trader, you can perform many different actions which affect your stature in different locations. You can be a renowned trader in England, known for your impeccable morals and fair nature, but in Spain you are known as a pillager, and you are infamous within criminal circles, who are willing to trade stolen goods with you that other cities are less open to trading.

In each city you can do multiple things which affect your reputation within the city. You can trade goods, take on quests, attack the city, hire more crew members, visit a shipwright to upgrade and restock a ship, etc.

Your goal is to amass enough money that your life long love will finally accept you, however when you decide that you’ve hit that goal and your reputation within the area, along with you character, will decide how that ultimately turns out.

Finishing this does not end the game. You will have the option to keep going and trading until the end of time.

# Structure

## Travel

Travel will take place across a JRPG-style world map. Different ports will be available to stop at to trade. No land travel will be available – you are a sailor.

## Cities

For first prototype, cities will be handled as a menu-style system, where you navigate through different options to do different things. This will cut down the number of necessary sprites until gameplay is standardized.