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

The game will have four main states, depending on what the current action is. These are the Travel state, the City state, Encounter state and Battle state.

## 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.

## Ship Encounters

On encountering another ship in the open sea, interactions can occur between the ships. When you encounter another ship, you will have a couple of options:

1. *Tail The Ship*Tailing the ship, assuming you have enough speed to keep up with it, will get you more information about the ship.
2. *Pursue the ship*  
   If the ship is reached through pursuit (determined by vessel speed), you will have two options:
   1. *Attack*
   2. *Attempt contact*
3. *Avoid the ship*If the enemy ship is hostile, it may try to pursue you. If you are slower than it is, it can catch you and attack you or attempt contact with you.

If you or the opponent successfully attacks the other, combat will begin. If you succeed in contacting the ship without it attacking you, you can continue to a negotiations screen. This screen will allow different actions, including possibly trading, requesting surrender, etc.

## Battle

Battle takes place between two ships. You have a limited number of crew, and you can assign them as you desire to maximize damage, survivability and speed in battle, and if you can successfully bind the ship, you can assign them to board and attack. As such, each turn will have three phases.

1. Assign crew to posts.
2. Decide on your course of action.
   1. Fire Cannons
   2. Attempt binding for boarding
   3. Board and attack (if bound)
   4. Attempt escape
   5. Surrender
3. Execute Command

The effectiveness of actions is determined by two things: The boat’s capacity, and the number of crew members assigned. For example, if you have four cannons, you can only assign twelve men to cannons, as that is the number it takes to man four cannons (three per cannon). If you only assign nine men, only three cannons will be operational. If you assign fifteen men, three men will not be contributing so your combat strength will not be increased any further.

Regeneration is handled passively at the end of each turn. After receiving fire for the turn, you will regenerate an amount of hit points based on the number of men you have working repairs.