

**Design Document for:**

# Buccaneer’s Bounty

**Alpha Build Edition**

“What the Bucc?”™

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# Game Overview

## Common Questions

### What is the game?

*Describe the game in a paragraph. This is the answer to the most common question that you will be asked. What are you working on?*

Buccaneer’s Bounty is a playful and cartoon-inspired 3D game. You play as a pirate ship with the goal of defeating the Buccaneer and taking his bounty. Along the way you will encounter smaller and increasingly difficult enemies that you can eliminate to earn gold which lets you upgrade your ship to give you the best chance at beating the Buccaneer because, trust me, you’ll need it.

### What is the genre?

### What is the target audience?

*Who is going to play your game? What age bracket? Tell us details about your audience.*

This game is targeted at casual gamers seeking a less complicated and less competitive experience. Its cartoony design and casual nature entice players of all ages to enjoy the game. The simple narrative and game design may appeal to the ‘speed-running’ audience as well.

### Why create this game?

*Why are you creating this game? Do you love 3D shooters? Do you think there is a hole in the market for Jell-O tossing midgets?*

This game was designed to provide users with a relaxed and satisfying experience. It combines the features of 3D adventure and first-person shooters without the seriousness of other games in the genres. It’s a game that remains challenging and allows the user to utilize their personal gameplay styles.

### Where does the game take place?

*Describe the world that your game takes place in. Simple as that. Help frame it in the reader’s mind by spending a few sentences on it here. You can go into lengthy detail later in a section solely dedicated to describing the world. Remember that we want to keep this part of the design document light and readable.*

The environment for this game is set a long stretch of ocean with islands and enemies scattered throughout. The world represents a long rectangle in which each section, split into thirds, represents deeper waters which forewarns for the increased difficulty in the section.

### What do I control?

*Describe what the player will control. You will be in charge of a band of rabid mutant fiddle players. If you want you can switch on the AI and turn it into a fish bowl simulation.*

The user will control a pirate ship with the ability to traverse forwards and backwards, rotate left to right, and access the cannon view to be able to aim and fire at enemy players. You will be able to upgrade characteristics, repair the boat, or even upgrade to an entirely new model with better features.

### What is the main focus?

*Now that we know where the game takes place and what the player controls. What are they supposed to achieve in this world? Angry fiddle players take over the U.N. building. Be careful not to add a bunch of salesmanship here. Your design document wants to stay light and informative.*

The user’s primary focus is to defeat the Buccaneer to claim their bounty. There will be obstacles along the way which make this increasingly difficult; however, smart selection of upgrades with gold earnt from defeating the lower tier enemies gives the user an advantage in this final boss battle.

### What’s different?

*Tell them what is different from the games that are attempting this in the market right now. This question comes up a lot.*

This game is an addition to the single player, player versus environment market. With a clear goal for the player with a sufficient level of challenge. This game is engaging, intuitively designed, and satisfying to play until completion – which can be achieved within a smaller time frame. The game provides players with an opportunity to experience a 3D adventure game within a smaller time frame than most other games.

# Feature Set

## General Features

*Huge world*

*Mutant fiddle players*

*3D graphics*

*32-bit color*

This game incorporated a variety of features. These features include:

* A large map.
* Various enemy AI ships which the player can battle.
* Islands as obstacles which the player can navigate around.
* A reward system.
* Various shops around the map to upgrade the ship’s properties.
* A final battle against the most difficult AI ends the game.
* 3D design with a 2D art style.
* 32-bit color for a realistic feel to a game with a cartoon art style.
* Sound effects.
* Particles.

## Gameplay

*List stuff here that is key to the gameplay experience*

*List a lot of stuff here*

*Hey, if you got nothing here, is this game worth doing?*

Gameplay within Buccaneers Bounty is seemingly simple, making for an easy learning curve. Elements contributing to this include:

* Manually designed free-roam world with islands and sharp rocks scattered across.
* Ability to move the ship transversely with lateral rotation. The player can also boost to activate a speed boost.
* A cannon-based camera to allow for aiming and firing of ship mounted weaponry.
* Enemy AI ships of increasing difficulty to defeat as you progress through the map.
* An upgrade-based reward system based on gold earned from defeating enemy ships.

## Flowcharts

Add Flowcharts here

## Storyboards

Add Storyboards here

## Controls

What are the controls

Instructions on playing

# Single-Player Game

## Overview

Describe the single-player game experience in a few sentences.

Here is a breakdown of the key components of the single player game.

## Single Player Game Detail #1

PvE

## Single Player Game Detail #2

Progression

## Victory Conditions

How does the player win the single-player game?

# Artificial Intelligence

## AI Algorithms

What AI algorithms are employed in this game.

# The Game World

## The Physical World

### Overview

Describe an overview of the physical world. Then start talking about the components of the physical world below in each paragraph.

The following describes the key components of the physical world.

### Key Locations

Describe the key locations in the world here.

### Travel

Describe how the player moves characters around in the world.

### Scale

Describe the scale that you will use to represent the world. Scale is important!

### Objects

Describe the different objects that can be found in the world.

See the “Objects Appendix” for a list of all the objects found in the world.

### Weather

Describe what sort of weather will be found in the world, if any. Otherwise omit this section. Add sections that apply to your game design.

### Day and Night

Does your game have a day and night mode? If so, describe it here.

### Time

Describe the way time will work in your game or whatever will be used.

# Game Characters

## Overview

Over of what your characters are.

## Creating a Character

How you create or personalize your character.

## Enemies and Monsters

Describe enemies or monsters in the world or whomever the player is trying to defeat. Naturally this depends heavily on your game idea but generally games are about trying to kill something.

# Credits

I did everything

# Logs