

**Design Document for:**

# Buccaneer’s Bounty

**Alpha Build Edition**

“What the Bucc?”™

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# Game Overview

## Common Questions

### What is the game?

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 objective?

Buccaneer’s Bounty is a pirate themed action and adventure game which provides players with an enjoyable and rewarding experience. Players will steer the ship and defeat enemy pirate ships to obtain loot. Additionally, players will be able to use acquired loot to upgrade their ship, allowing them to defeat stronger enemies leading up to a final boss. It is imperative that the gameplay is easy to pick up but increases in difficulty to provide the player with a challenge. It is also crucial that all menus - specifically the upgrade shop - are simple and informative for the player.

### What is the genre?

The game includes components from both the action and adventure genres; namely, it features player versus environment combat in an open and explorable world.

### What is the target 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. Buccaneer’s Bounty is not bound by age restrictions in that it will not feature any gore or adult content, allowing for a larger target audience. The game will naturally attract casual gamers, being easy to understand and for its noncompetitive nature.

### Why create this game?

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?

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?

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?

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 earned from defeating the lower tier enemies gives the user an advantage in this final boss battle.

### What’s different?

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

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.
* Shoot and kill enemy.
* Can be shot and killed.
* 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.
* Independently designed prefabs.

## Gameplay

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 which inflict damage to the player on collision.
* 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.
* Successfully impacting an enemy ship will inflict damage on the enemy.
* If an enemy ship fires at and hits the player ship, the player will be damaged.
* The enemy ship will disappear on death, while the player sees a death screen.
* 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.
* A final boss to defeat which will win the game and bring the credits.

## Flowcharts

Figure 1 is a flowchart which accurately depicts how the game is expected to function on an internal level. It contains all the features and processes as can be expected within the game for a holistic understanding of its functionality.

A diagram of a flight system

Description automatically generated

Figure 1 - Flowchart

## Storyboards

|  |  |
| --- | --- |
| **A close-up of a logo  Description automatically generated**  Figure 2 - Home Screen | **A close-up of a board  Description automatically generated**  Figure 3 - Leaderboard |
| **A drawing of a ship and a boat  Description automatically generated**  Figure 4 - Combat Mechanics | **A drawing of a house with a sign  Description automatically generated**  Figure 5 - Upgrade Menu |

The game’s scenes and actions can be visually represented by a sequence of drawings and illustrations as can be seen below. Each scene contains a different aspect of the game, displaying its consistent design style.

## Controls

*What are the controls*

*Instructions on playing*

The player moves their ship using the typical WASD movement framework. The entire controls can be seen below:

|  |  |
| --- | --- |
| Move forwards | **W** |
| Move backwards | **S** |
| Turn left | **A** |
| Turn right | **D** |
| Boost speed | **SHIFT** |
| Enter/Exit cannon camera | **V** |
| Main Menu | **ESC** |
| Enter/Exit Shop (If within range) | **E** |
| Fire | **SPACE BAR** |

# The 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.*

This single player game is uninterrupted by other players and allows players to

## 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.

### 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.

# 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