CS201 Proposal

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Stormwinds

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## Executive Summary

### Mission Statement

We're developing an open-world RPG game set in a post-apocalyptic flood inspired by titles such as Far Lone sails/Changing tides. Its gameplay is strongly atmospheric and based on Sunless Sea.

### High Concept

Stormwinds is a role-playing game set in a post-apocalyptic Flood. Players Captain a vessel called a Hydrosule(name subject to change) and get to explore an open world of icy waters and the blackest depths. While the geographic setting of the game is loosely based on reality, the game features some supernatural elements.

### Unique Selling Points

Unlike Similar games Stormwinds will have a unique system of vehicles where the Hydrosule can’t dock with ports so you will have to transfer cargo using smaller skimmer boats. Hydrosules also have the ability to submerge themselves not unlike a uboat, making for the interesting logistical challenge of transferring cargo between not only the ports themselves but also the ships that have to carry the cargo.

### Project parameters

Constraints

Project duration: 20/3/2022 - 15/4/2022

Alpha due: 8/4/2022

Engine: Unity

Target Platforms: PC

* Intel(R) Core(TM) i5-1035G1 CPU @ 1.00GHz 1.19 GHz
* 8GB Ram
* Intel(R) UHD Graphics
* 64 bit operating system

Primary Programming language: C++

Team Size: solo

Project methodology: agile

Budget: N/A

Software Supported: Unity, Blender Krita

Target Audience:

* 25 - 35 year olds

They are the average age of people who play video games.

### Gameplay Overview

Skimmer vehicle system: while Hydrosule are the main way of getting around they cannot dock with ports. Players will need to use the skimmers available to them to transfer cargo between locations.

Submersible mode: Hydrosules can submerge themselves allowing them to maneuver out of the reach of storms and dive beneath ice shelves and other obstacles in their path.

Storms: storms will damage vessels and distract players making them go off course creating player driven stories and getting them hopelessly lost.

Mapping: players will have to use mapping skills to navigate between settlements. The map will have an old nautical chart vibe. There will be no waypoints provided to players.

### UI

The UI will only provide the bare minimum for players to navigate. Only providing a map that is hidden by default, a compass and a small display of what's in their cargo hold. Both the map and the cargo hold will be dragged up from the bottom of the screen to open.







