

A Pirate Game

Controls

Key	Action	Notes
W	Accelerates player	
A	Turns player left	Can only turn when moving forward! (like a boat)
S	Decelerates player	
D	Turns player right	Can only turn when moving forward! (like a boat)
M	Opens Map (zoom)	As per documentation - temporary result.
Left Mouse	Fires projectile	Firing projectiles subject to cooldown

Current Game Objective

As questing is not currently implemented, the only objective in the game is to capture the 3 colleges on the map. A college is captured when it's boss is defeated in combat. When a college has been captured, NPC boats that spawn there will not be hostile towards the player.

Departments are also on the map and appear in the location bar overhead, however, are currently not useful as the shop system is to be implemented in a future assignment. We intend that you will be able to spend your gold at these locations to repair and improve your boat.

Gameplay Notes

There is also a xp/levelling feature. You can gain xp by defeating enemies in combat. The base xp received is 10 per enemy and increases with the difficulty of the enemy. Your level increases as you gain more XP. Starting at level 1, the xp required for the next level increased by 100. For example, level 4 costs 60 total xp! Each level grants you a boost to max speed, max health and projectile damage.