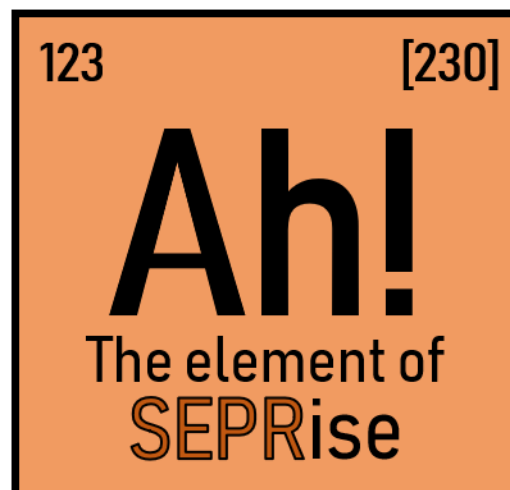


A PIRATE GAME



Game Objectives

The objective of the game is to capture the 5 colleges on the map. A college is captured when its boss is defeated in combat. A certain number of college boats must be defeated before the boss will spawn; these values are documented in the table at the bottom of the document. When a college has been captured, NPC boats that spawn there will not be hostile towards the player.

Crew Members

As part of the final assignment for this project, we were tasked with adding “upgrades” available the player. As a result, we have implemented 5 “crew members” each of which gives the player a new ability as described in the controls above. The crew member can only be used after defeating its respective college boss (not currently documented) and can be upgraded, once unlocked, at the college’s allied department.

Colleges

Each college is marked on the game map. The college will spawn NPC boats which are hostile to the player. When ‘x’ boats have been defeated, the college boss will appear. Once defeated, the college will be allied to the player, the crew member unlocked and NPCs which spawn at the college will be friendly.

Departments

At departments, the player may repair their ship or upgrade the respective crew member. The cost of repair varies from department to department and decreases as the player progresses through the game (as they will have more health).

Roaming NPCs

Throughout the map, there are spawn zones which spawn NPCs to engage the player. The difficulty of the zones (and the NPCs it spawns) advance as the game does. Two types of NPCs can spawn; boats or krakens. Krakens cannot be damaged and must, therefore, be avoided.

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 can be viewed in the top left of the screen. As your level increases, so do your ship’s hitpoints, speed and base damage.

College	Allied Department	Crew Member (key)	# to kill	NPC Difficulty	Boss Difficulty
Halifax	Computer Science	Double Shot (2)	5	1	2
Derwent	Physics	FireShot (3)	8	2	3
Langwith	TVFT	Boost (4)	10	3	5
James	Maths	PowerShot (5)	12	5	7
Constantine	Law and Management	TripleShot (6)	15	8	10

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	Zoom Out	
Q	Opens Map	
Left Mouse	Fires projectile	Firing projectiles subject to cooldown
ESC	Pauses Game	ESC again to resume
1	Default Shot	
2	Double Shot Mode	Unlocked after defeating college boss
3	Fire Shot Mode	Unlocked after defeating college boss
4	Boost Mode	Unlocked after defeating college boss
5	Power Shot Mode	Unlocked after defeating college boss
6	Triple Shot Mode	Unlocked after defeating college boss

Game Map:

