

UNNAMED SHIP TRADING GAME

Object of the Game:

The object of the game is to run out of business or buy every other trader or trading company in existence. You will start with a single, crummy ship, and must trade to make money. Then, you can either explore or buy maps to find/access other ports. You will be able to buy more ships, or have them custom-built for a larger fee. Eventually, you will be able to buy spies, who may or may not be completely loyal. Then, you can either pay off the crew to mutiny, or buy off the captain.

Game type: 2d, turn based

Technology: Python for Prototype, other later (most likely C# (Unity) or Java)

Target Platforms: Windows, Linux (fuck Apple)

Completed Feature List:

Splashscreen

Basic Environment

Confirmed Feature List:

Ability to "chart" waters to make them safer.

Ability to lose ship, coral reefs, etc.

Possible Feature List:

Pirates???????

Random Events

Procedurally Generated Maps

Multiplayer

Trade routes (like contracts)

Types of Ships

From: http://en.wikipedia.org/wiki/List_of_historical_ship_types

Starter Boat:

Dinghy - Cargo Possible: 3

Upgrades (Consecutive):

Caravel - small, 2-3 mast ship - Cargo Possible: 50 (Salary Needed: 5 per crew member)

Tireme - three banks of oars - Cargo Possible: 100 (Salary Needed: 10 per crew member)

Galley - mainly oars, with auxiliary sail - Cargo Possible:

Trading Goods

Difficulty: Easy

Food? Ammunition? Spices? Tools? Cloth? Leather? Rum? (Caribbean) Wine? Beer? (Europe)

Rope? Hemp? Settlers? (Caribbean) Ships? Cannons?