

# The Pirates of the Crimson Cutlass



Game Design Presentation:

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# The Concept

- What is this game supposed to be?
  - A Pirate Themed First Person Shooter (fps).
    - Using pistol, musket, blunderbuss, and trusty cutlass the player will shoot and slash his/her way to plunder and riches.
- The player's Role?
  - You play as the Captain of the pirate ship *The Crimson Cutlass*, Bartholomew Scythe.
    - His intention is to “acquire” pieces of a map to lead him and his crew to untold riches.

# Overall Feel

- Attempt to go with a more realistic view of pirating, but with a minor folklore/fantasy feel as well.
  - Movie Examples:
    - Pirates of the Caribbean
    - Cutthroat Island
  - A semi romanticized look at pirating, but it should feel realistic in a sense.