

STORM  
SEAS



# Storm Seas

Professional Pitch

# Concept

**Genre:** Simulation, Business, Navigation, Resource Management, Adventure, Exploration

**Target Audience :** 18–35 years old, fans of simulation and adventure games

**Platform :** PC

**Technology :** Unity Engine

**Setting :**

- Caribbean, 17th century
- Vibrant low-poly art style
- Dynamic weather and ocean systems

**Gameplay :**

- First-person maritime navigation simulator
- Trade goods between cities
- Upgradeable ships
- Face storms, piracy, and hidden challenges



# Camera

## First-Person Camera

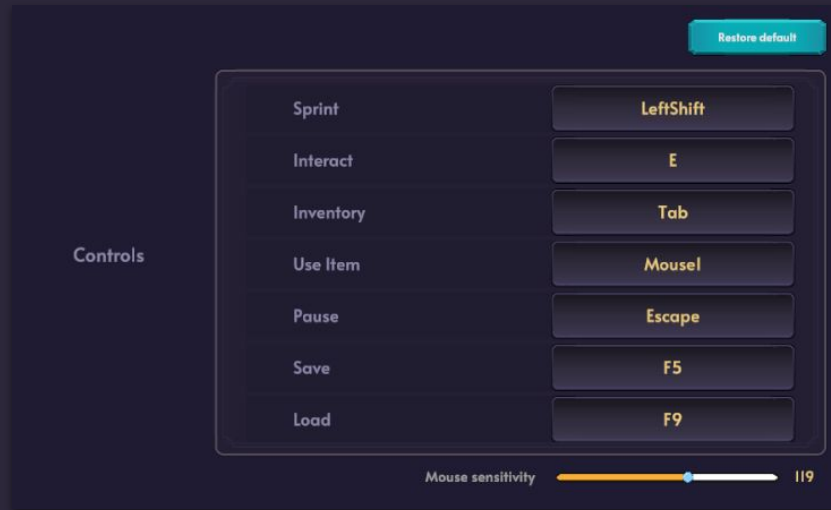
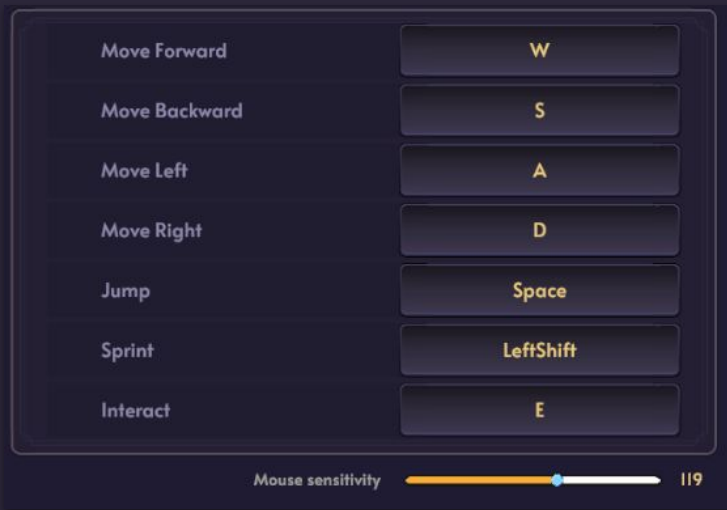


# Controls

**Input Method:** Keyboard and Mouse

**Features:**

- Fully customizable controls within the game settings
- Intuitive default layout for navigation and interactions
- Smooth mouse integration for camera and ship control



# Character

## Description:

- Low-poly styled sailor, simple and functional design
- Limited visual presence due to first-person perspective

## Skills:

- Skilled in maritime navigation and trade
- Proficient in resource management



# Gameplay Features

**Sail Ships:** Navigate the ocean, manage the ship, and face challenges like storms and piracy.

**Interact in Cities:**

- Talk to NPCs for quests, trades, and information.
- Purchase goods and cargo for trading.
- Visit locations like the market, tavern, or docks.

**Economy Management:**

- Trade products across cities with fluctuating prices.
- Create and optimize trade routes.
- Buy market stalls to sell your goods.

**Property Ownership:**

- Purchase houses with enough reputation.
- Acquire empty plots and establish businesses.

**Ship Customization:**

- Buy new ships or upgrade existing ones.
- Hire crew members to improve ship efficiency.



# Visual Style

**Art Style:** Low poly.

**Color Palette:** Bright and saturated colors.

**Setting:** 17th-century Caribbean-inspired architecture.

**Environment Design:** Vibrant tropical landscapes, including palm trees, colorful markets, coastal towns, and open oceans.

**Character Design:** Simplified low poly characters with distinct clothing representing the 17th-century maritime theme.

**Lighting:** Dynamic lighting with a focus on warm, sunny atmospheres and dramatic ocean storms.

**UI/UX Style:** Clean and minimalistic interface that complements the low poly design.



# Visual Style





# Game Duration

**Game Type:** Open world, simulation-based gameplay.

**Estimated Duration:** As an open-world simulator, the game will offer a long playtime. We estimate around 50-100 hours of gameplay depending on the player's pace, exploration, and engagement with side activities.

The open-world simulation genre allows for an immersive, ongoing experience, and while there is no clear end, the core gameplay loop will keep players engaged for long periods.

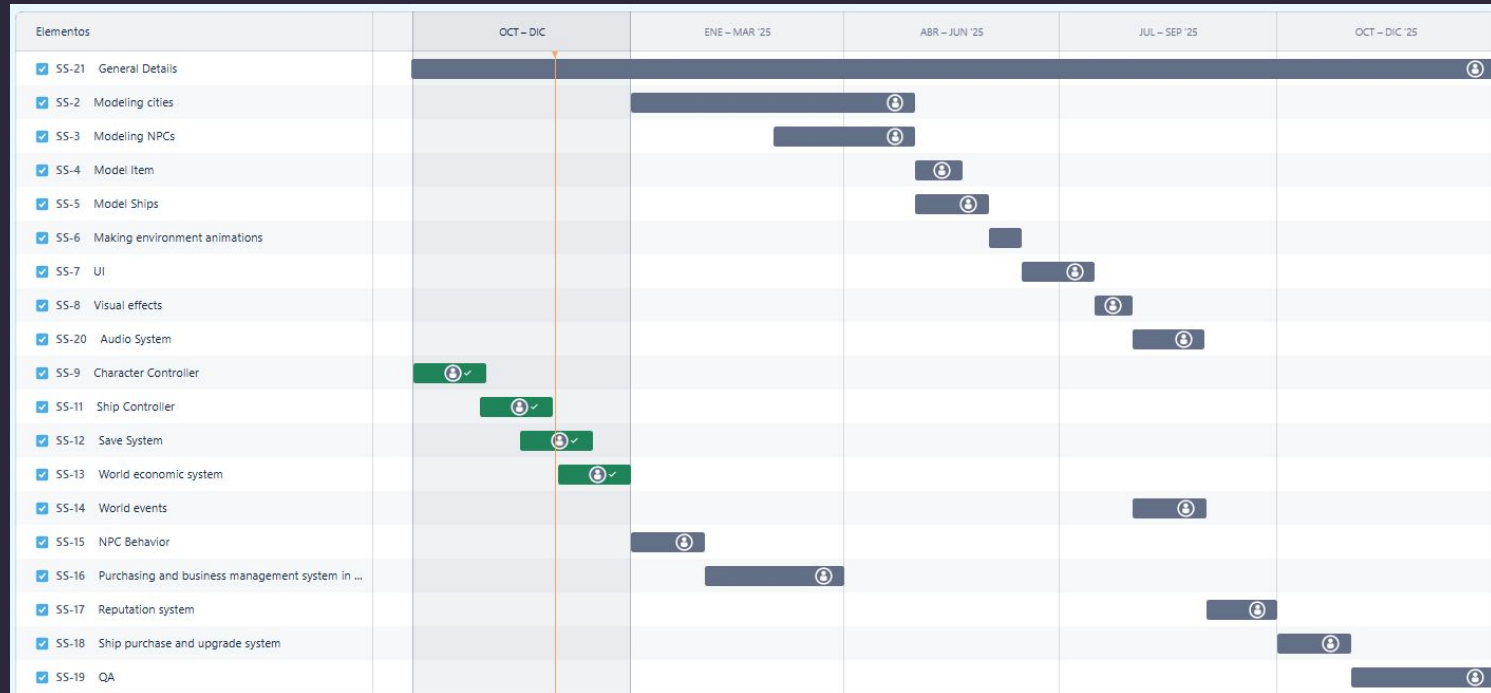
# Production Methodology

**Methodology:** Agile, using Jira for sprint tracking.

**Sprints:** 2-week iterations

# Production Plan

The game is currently in development, with many core functionalities already implemented. The remaining tasks include designing the cities, creating NPCs, and addressing inconsistencies. A Gantt chart has been created to outline an approximate timeline for completing these processes, including buffer time for unforeseen challenges.



# Budget

World Design (Cities, NPCs, and Environments): **\$110,000** (44%)

- Focused on crafting immersive cities, NPCs, and dynamic environments to create a compelling open world.

Gameplay Systems (Controllers, Mechanics, and Systems): **\$80,000** (32%)

- Includes the development of core mechanics, economic systems, reputation systems, and player interactions.

Assets and Visuals (Items, Ships, UI, and VFX): **\$30,000** (12%)

- Covers basic asset creation, UI implementation, and visual effects, keeping it efficient but functional.

Quality Assurance (Testing and Bug Fixes): **\$20,000** (8%)

- Ensures the game is polished and meets quality standards through extensive testing.

Contingency (Unforeseen Costs): **\$10,000** (4%)

- Set aside for unplanned expenses or adjustments during development.

# Sales Projections

Price: \$14.99 USD on Steam (competitive for indie simulators).

Estimated First-Year Sales: ~30,000 copies.

Revenue: ~\$450,000 (before Steam's 30% cut).

## Sales Breakdown

- Launch Period: 10,000 copies (\$150,000).
- Post-Launch & Discounts: 20,000 copies (\$300,000).
- Net Revenue (After Steam Cut): ~\$315,000.
- Covers the \$250,000 development budget and leaves room for updates/expansions.

# Work team

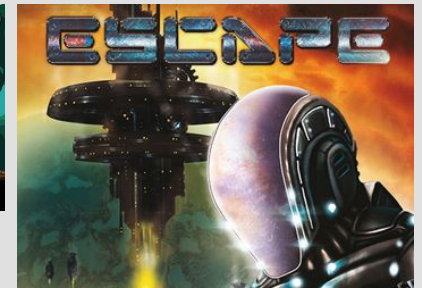
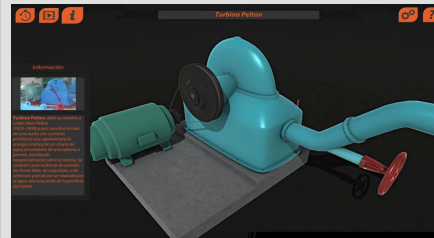
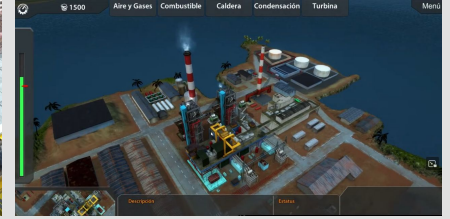
## Confirmed Members:

David Clares Rodriguez: <https://www.linkedin.com/in/dclares/>

Daniel Clares Rodriguez: <https://www.linkedin.com/in/dclares3110/>

+ Former coworkers to be confirmed

## Projects the team has worked on



+ Others

# What Makes Our Game Special

Our game offers a unique blend of open-world exploration, ship mechanics, and market-driven simulation. It combines elements of life simulation with deep maritime trade mechanics, giving players the freedom to manage a business, explore the vast ocean, and create their own story. Unlike other games in the genre, the focus on trade and economic management in a dynamic world makes for a highly replayable experience. The game stands out because it allows players to build their legacy in a vibrant, living world with both peaceful and adventurous gameplay opportunities.

Download demo here: <https://dclaresdesign.com/storm-seas>

# Thank you so much

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