

Content

1. Overview

This is a concept game in which the player must plan and execute his voyage and control multiple aspects of his vessel to be successful. Key challenges are multitasking and keeping track of multiple processes at the same time, such as navigation, engine controls, gunning and resource management.

This is a very basic concept of the idea. Future development is focussed on adding more logistical challenges, such as product consumption from crew. Also other management aspects, aimed at the crew, will be added as well.

The development of this game will be long. The aim is to make a non-commercial game with no kind of monetization.

I hope you enjoy the concept and thanks in advance for taking an interest in the project. It is much appreciated.



2. Game controls

The mouse is the main tool in the game, and is mainly used to look around.



the following keyboard/mouse commands are used:

1	Follow camera
2	Commander camera
3	Steer hut camera
4	Engine room camera
5	Map
6	Starboard lookout camera
7	Port side lookout camera
8	Gun view camera
Left mouse	Turn wheel to the left
Right mouse	Turn wheel to the right
Scroll wheel press	Return wheel to original position
R	Gun load/reload
SPACE	Gun fire
W	Gun elevation down
S	Gun elevation up

A	Gun rotate left
D	Gun rotate right
Left Shift	Gun reduce turning speed
	Freeze camera movement
Q	Return gun to original position

3. Menu



There are currently 2 menu options available, to manage operations and logistics processes.

a. Operations

Within operations, you can view the assignment and control docking operations.



i. Assignment

In the assignment window, you can see your assignment. This concept version has only 1 fixed assignment you can do.

ii. Docking

1. Ready crew: Gets the vessel crew ready for (un)docking operations. This will take some time;
2. Check dock ready: Checks if the workers on the docks are ready to help dock your vessel;
3. Check range: Only for docking, checks if the vessel is within range of the dock. This will take some time;
4. Check speed: Checks if the vessel is within the speed parameters to dock the vessel. This will take some time;
5. Dock vessel: If all requirements are met, you can dock the vessel. This will take some time;
6. Release Vessel: If the crew and dock crew are ready, you can release (undock) the vessel. This will take some time;
7. Prepare vessel & Lines: After the vessel is released, you can perform this action to finish undocking. Ropes etc will be put away. If you do not do this, docking will take longer.

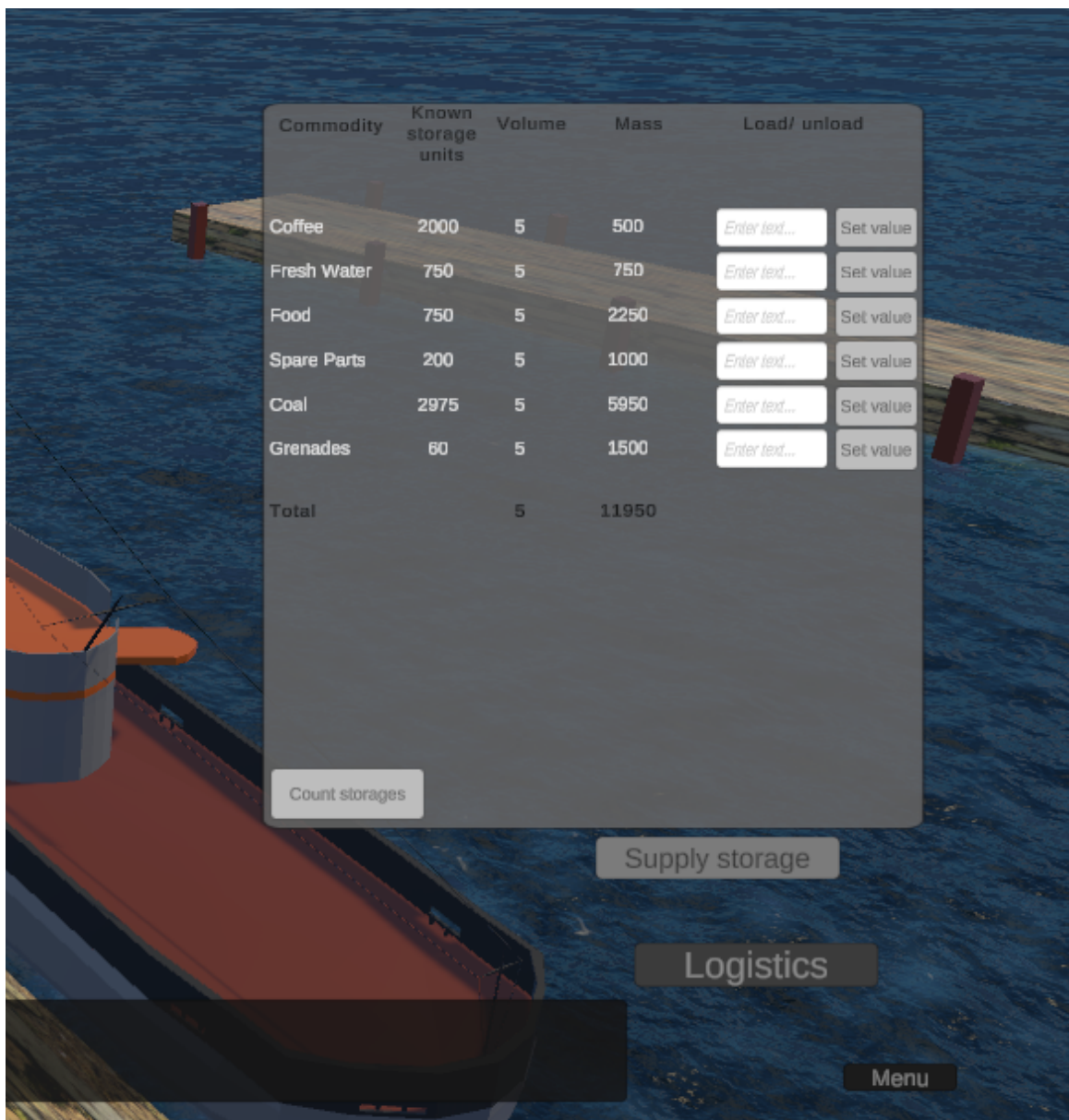


b. Logistics

The logistics screen allows you to load or unload supplies. This can only be done when the vessel is docked. Currently only coal and grenades have an actual function. All other commodities only add weight to your vessel.

The amount of supplies determine the weight of your vessel. the more weight you carry, the deeper the vessel lies in the water and the more drag you have.

1. Set value: Enter the desired value and press the 'set value' button. Coal and grenades have a max value (respectively 3000 and 120). Setting the value will take time.
2. Count storages: The commodity list is not automatically updated. If you want to know your current storage, order your men to count it. This will take some time;



If you run out of coal on your voyage, your only option is to restart the game.

4. Steer hut controls

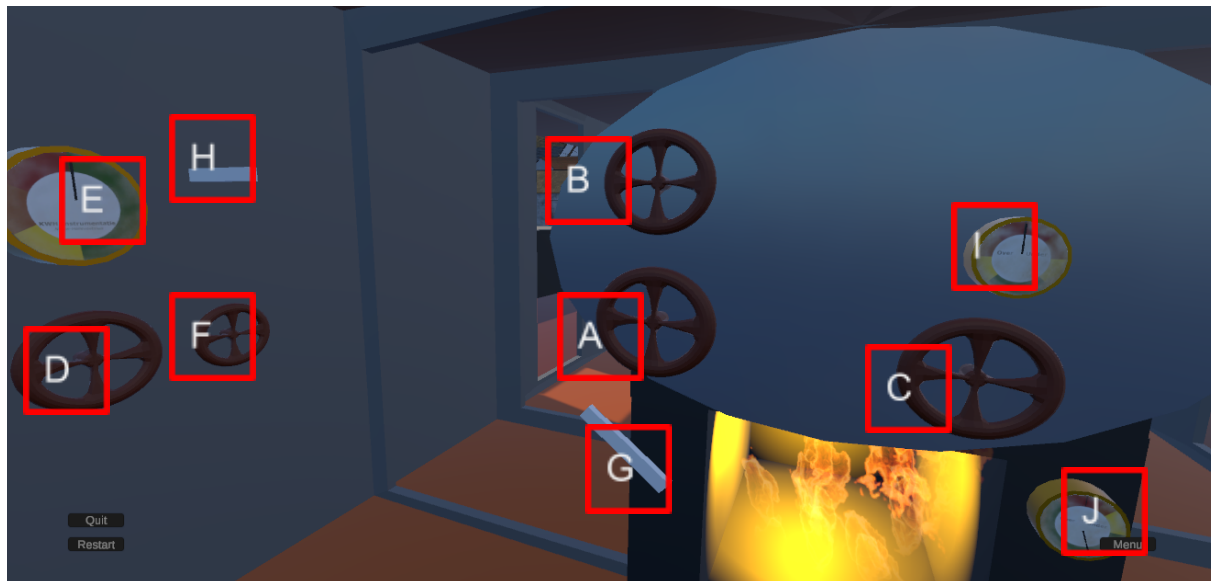
In the steer hut you can control the direction of the vessel. This is done by hovering the mouse on the steer wheel and clicking with one of the mouse buttons (see input controls list).



On the right of the steering wheel, you see the rudder indicator. The rudder can go 40 degrees left or right.

On the bottom of the desk you will see the compass.

5. Engine controls



- a. Main steam valve
 - i. Controls the amount of steam available for all main processes. Currently that is only the engine.
- b. Engine valve
 - i. Determines the rpm of the engine. Opening will valve will increase, and closing the valve will decrease.
- c. Auxiliary steam valve
 - i. Controls the amount of steam available for all auxiliary steam users, being the condenser, starting engine and steering pump.
- d. Condenser valve
 - i. Cools down the steam output into water again, so it can be injected in the boiler.
- e. Condensor indicator
 - i. If the indicator needle gets in the yellow or red area, the steam input in the boiler will be reduced.
- f. Starting engine valve
 - i. Before the main engine can run, the starting engine is required to get the main engine going. Turn up all the way before it works. Once the main engine rotates, the starting engine can be turned off again.
- g. Air flow lever
 - i. Sets the air flow for the furnace. When the lever is all the way up, the air flow is at the max. When all the way down, the airflow is next to disabled. When the furnace burns high, it will generate more energy but will burn more coal.
- h. Reverse lever
 - i. Turn all the way up to set the engine in reverse. Turn it down a bit and the engine will be in forward mode.
- i. Steam pressure gauge
 - i. Displays the available steam power in the boiler. If the steam pressure gets too high, the boiler will explode.

- j. Furnace indicator
 - i. Displays the intensity of the furnace fire.
- k. Steering pump
 - i. Activates the steering pump to allow steering. Set is open maximally for it to work. The steering pump only used steam when the steering wheel is controlled.



the furnace is controlled with the following buttons:

1. Press right mouse button on the furnace to light the furnace;
 2. Press left mouse button on the furnace to add 1 unit of coal on the furnace;
 3. Be advised: The furnace is set to auto and will build up and maintain the maximum coal of 150.
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6. Gun controls
 - a. The WASD controls are used to control the gun, and R and SPACE to load and fire. One shot will take one grenade from the inventory.
 7. Map

You can switch maps going to camera 5 and click on the white roll on the left of the map. Be advised, this is still a bit buggy.