

Developer: Dclares Dev

Genre: Commercial Simulation / Maritime Trade / Open World

Platform: PC Steam

Release: Q2 2026



PITCH DECK · NOVEMBER 2025

# UNIQUE CONCEPT

**Storm Seas** is a first-person maritime trading game set in the 18th century Caribbean. It combines the immersion of active navigation with the strategic depth of economic management, allowing players to build a commercial empire from a simple rented ship to an automated fleet.



## WHAT MAKES STORM SEAS UNIQUE?

- **Immersive First Person:** Navigate your ship by directly controlling the helm, sails, anchors, and cannons, not from an abstract isometric view
- **Trade + Construction:** Evolve from merchant to magnate by building factories, plantations, and automated routes
- **Living World:** 15 specialized cities with dynamic economy based on real supply and demand
- **Optional Naval Combat:** Face pirates in direct Sea of Thieves-style combat, or avoid them to focus on trade

# MAIN MECHANICS

## 1. DYNAMIC MARITIME TRADE

- Navigate between 15 unique cities, each specialized in different products
- Realistic economic system: prices fluctuate based on stock, demand, and origin
- Discover profitable trade routes by exploring the archipelago
- Physically transport products in crates to your ship



## 2. BUSINESS PROGRESSION

- **Beginner:** Start with a rented ship, learn basic trade
- **Merchant:** Buy your first ship, establish profitable routes
- **Entrepreneur:** Build factories and plantations, produce your own resources
- **Magnate:** Operate a full fleet with automated routes, dominate the economy

# MAIN MECHANICS

## 3. CONSTRUCTION AND PRODUCTION

- Buy land in cities (requires reputation)
- Build factories, plantations, and production buildings
- Produce resources that you then trade to maximize profits
- Specialize in mining, agriculture, manufacturing, or diversify



## 4. NAVAL COMBAT

- Direct control of helm, cannons, sails, and anchors
- Encounters with pirates on the high seas
- Hire crew to automate combat and navigation
- Ship repair system with economic costs

# WORLD AND SETTING

Location: Caribbean Archipelago 18th century)

Visual Style: Colorful low-poly with high contrast (inspired by Sea of Thieves)



## EARLY ACCESS CITIES (5 OF 15)

- [Winds Island](#) - Textile City (Fabrics, Dyes, Cotton)
- [Wild Coast](#) - Livestock City (Wool, Leather, Herbs)
- [New Fortune](#) - Mining City (Gold, Silver, Iron, Tools)
- [Storm Island](#) - Naval City (Wood, Planks, Ropes, Sails)
- [Silver Bay](#) - Fishing City (Fish, Salted Meat, Salt)

Each city has: - Unique and specialized production - Distinctive architectural style - NPCs with schedules and dynamic routes (Skyrim-style system) - Local missions and issues  
Reputation system that unlocks construction permits

# COMPETITIVE DIFFERENTIATION

## VS. PATRICIAN IV / PORT ROYALE

- ✓ First-person navigation vs. abstract isometric view
- ✓ Direct controlled combat vs. automatic combat
- ✓ Deep construction system (factories, plantations)
- ✓ Modern low-poly graphics vs. outdated graphics

## VS. SEA OF THIEVES

- ✓ Singleplayer focused on trade vs. cooperative PvE/PvP
- ✓ Economic empire building vs. piracy and treasures
- ✓ Production and management system that they don't have

# AESTHETICS AND ART

**Visual Style:** Colorful low-poly with vibrant palette and high contrast

**Features:** - Simple yet detailed geometry for first-person immersion - Flat textures with soft shading - Dramatic lighting and vibrant skies - Stylized water with basic physics - Optimized for 60 FPS on mid-range GPUs



**Music:** Orchestral inspired by "sea shanties" and pirate soundtracks - 510 minute tracks on loop - Variations by city and situation

# BUSINESS INFORMATION

## BUSINESS MODEL

- Release: Q2 2026
- Rating: ESRB T / PEGI 12

## DEVELOPMENT BUDGET

Total Estimated: \$138,500 \$184,500 USD

- Breakdown by Phase: Phase 1 MVP Core (Months 1 - 6): \$29,500 \$39,000 USD
- Phase 2 Early Access (Months 7 - 12): \$31,000 \$40,000 USD
- Phase 3 Post-Early Access (Months 13 - 18): \$20,000 \$28,000 USD
- Continuous Tasks (Art, Audio, QA, Animations, UI): \$58,000 \$78,500 USD

## WHY DO WE NEED FUNDING?

- Ambitious scope: 15 unique cities with complex systems
- Professional quality: 3D art, orchestral audio, and fluid animations
- Timeline: 18 months of development with specialized team
- Early validation: Early Access to adjust mechanics before full launch

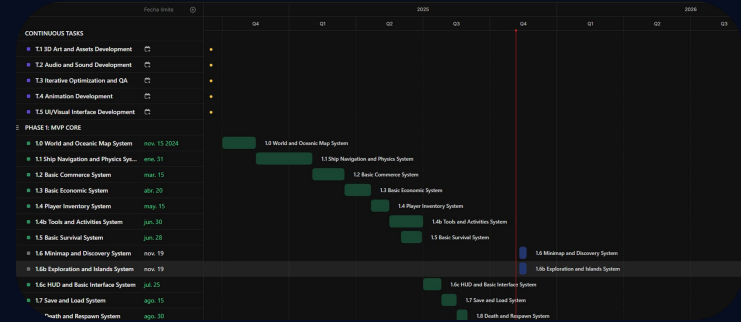
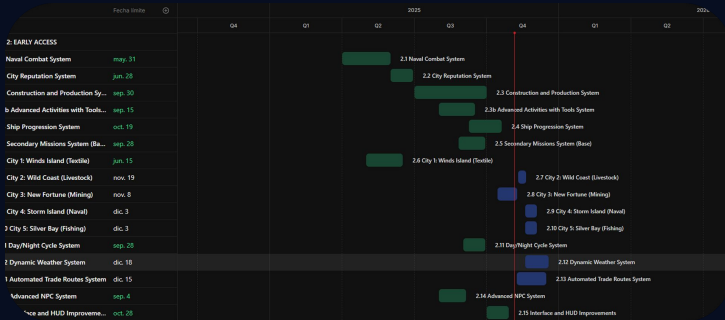
# BUSINESS INFORMATION

## PHASE 1: MVP CORE (MONTHS 1 - 6)

Minimally playable game with fundamental mechanics: navigation, trade, dynamic economy, tools, survival, and exploration.

## PHASE 2: EARLY ACCESS (MONTHS 7 - 12)

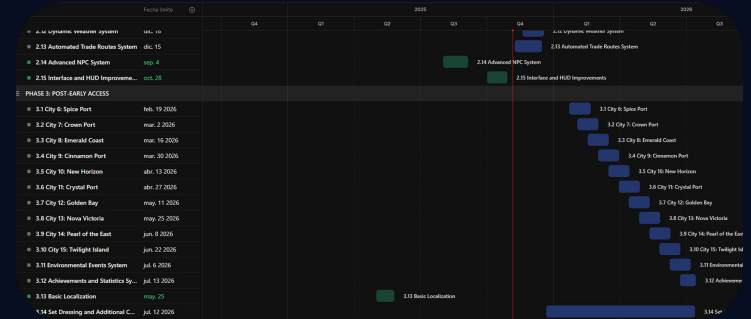
Complete game for Early Access with 5 cities, naval combat, construction, ship progression, and advanced systems (day/night, weather, automated routes).



# BUSINESS INFORMATION

## PHASE 3: POST-EARLY ACCESS (MONTHS 13-18)

Expansion to 15 complete cities, environmental events, complete set dressing, and final polish for full launch



# MARKET POTENTIAL

## MARKET AND TARGET AUDIENCE

Commercial simulation and maritime trade games have a dedicated and growing audience on Steam, with successful titles demonstrating the genre's potential.

## COMPARABLE GAMES AND PERFORMANCE

- **Euro Truck Simulator 2:** +15 million copies sold, active community of millions of players
- **Port Royale 4:** +500K copies sold, focus on colonial maritime trade
- **Anno 1800:** +3 million copies, success in economic simulation and construction
- **Sea of Thieves:** +35 million players, demonstrates interest in navigation and maritime adventure

## TENTATIVE SALES PROJECTION

- **Early Access:** 5,000 10,000 copies
- **Post-launch:** 20,000 40,000 additional copies
- **Total estimated:** 25,000 50,000 copies

## SUCCESS FACTORS

- **Specific niche:** Unique combination of maritime trade, construction, and first-person survival
- **Early Access:** Allows building community and adjusting mechanics based on feedback
- **Extensive content:** 15 unique cities and 50+ hours of content offer lasting value
- **Replayability:** Multiple trade strategies and progression routes
- **Growing market:** Economic simulation and management games continue to gain popularity

Note: These projections are tentative estimates based on comparable games and market trends. Actual performance will depend on factors such as marketing, final product quality, launch timing, and community reception.

# DEVELOPMENT TEAM

## Daniel Clares Rodríguez

Role: Director / Lead Developer Programming and 3D Art)

LinkedIn: [linkedin.com/in/dclares3110](https://www.linkedin.com/in/dclares3110)

## David Clares

Role: Programmer / 3D Designer

LinkedIn: [linkedin.com/in/dclares](https://www.linkedin.com/in/dclares)

## Daniel Godinez

Role: Animation / 3D Design

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## Anastasiia Morozova

Role: 3D Designer

LinkedIn: [linkedin.com/in/anastasiia-morozova-587856395](https://www.linkedin.com/in/anastasiia-morozova-587856395)

## Reyner Castillo

Role: Music composer and producer

LinkedIn: [linkedin.com/in/reycastleillomusic](https://www.linkedin.com/in/reycastleillomusic)

*To Be Incorporated Role: 2 additional members to the development team*

"In Storm Seas, power doesn't come from military conquest, but from economic success. Every trade decision, every route explored, and every factory built reflects your entrepreneurial vision. The archipelago awaits. Are you ready to build your empire?"