3D Battleship

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| **Version** | **Date** | **Summary** | **Author(s)** |
| 0.0.1 | 7/29/2021 | Initial Draft | Travis Lawrence |
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# Game Summary

A quick summary of the game / high level big picture.

* Two Grids:
  + Sea level
  + Airspace level
* Functionality:
  + Split between planes and ships
  + 2/3 or 3/2 split?

## Target Platform(s)

* Website

## Business Model

This will be a free to play game available on the website.

# Game Overview

## Theme / Setting / Genre

Pretty much like the classic game, but with two boards.

## Core Gameplay Mechanics

Just like the board game except

* Two grids
* Planes

## Server / Online Mechanics

* Pvp matchmaking through the website

## Push Notifications

Notifies you when your leaderboard slot has been overtaken.

# Story and Gameplay

## Story

We’ll leave that up to the player’s interpretation.

## Core Gameplay

* Your turn
  + Guess a grid section on one of the opponent’s boards
* Opponent’s turn
  + They guess one of your grids

## Meta-Games

None really.

# User Interface / Screens

## Setup Menu

* 1. Place ships and planes on grids

## Gameplay Screen

* 1. Take turns, click grid spaces

# Levels

N/A

# Level Design Tools

N/A

# First Time Experience

1. Player visits website
   1. Creates account and logs in
2. Finds a game
   1. Uses the website matchmaking
3. Plays game
   1. Arranges ships
   2. Takes turn, guesses
   3. Opponent’s turn
   4. Continue until game ends

# Economy

Nope

# Asset List

* Art
  + 2D Sprites
  + I will draw them poorly myself
* Environment Art
  + Add backgrounds to grids?
* UI
  + Created with Angular, most likely
* Game Objects
  + Ships
  + Planes
* Sound Effects

A big spreadsheet with columns and sections for each screen / major area is helpful:

# Associated Documents

* Just this one