**Battleport**

Rotterdam edition

**Concept**

**This paragraph shows the general idea we came up with for our project. We will discuss the concept and initial gameplay.**

**Main goal:**

The main objective of our game is to destroy all of the opponent’s battleships. Do this by strategically moving your ships and using the various cards to your advantage.

**Setup rules:**

Every players starts off with fourships. First of all, the players (P1, P2) start placing their ships at their starting line of the board (turn based).

**Rules:**

*Start:*

* + Player 1 will place his/her ships first and then player 2 places his/her ships; the ships must touch their starting lines with their rears.
  + Each player starts with a small ship, 2 normal ships and 1 big ship

*Gameplay:*

* + Player may move all their ships in one turn corresponding to the amount of steps each ship may move, ships may move up left up for example **(check ship stats).**
  + Player may engage the opponent twice in one turn if the ships are in range corresponding to the range of the ships used to engage.**(check ship stats).**
  + Example: player 1 may move his ships. If a player 2’s ship is in range of player 1’s ship, player 1 may attack. Then player 1’s turn ends

*Winning conditions*

* + When a ship reaches 0 health points , ship is destroyed , a destroyed ship will remain on the playing field as an obstacle to which other ships cannot pass through.
  + Player wins when all opponent’s ships are destroyed.

**Turn shortened into steps:**

1. Move ships
2. Attack a ship
3. Move ships (if steps left)
4. End turn

**Ship stats**

|  |  |  |  |
| --- | --- | --- | --- |
| **Name (size)** | **HP** | **Moveset** | **Offensive Range** |
| Furgo Saltire & Santa Bettina(2) | 2 | 3 steps | Horizontal range of 2, Vertical range of 2 |
| Silver whisper & Windsurf  Sea Spirit & Intensity (3) | 3 | 2 steps | Horizontal range of 3, Vertical range of 3 |
| Merapi & Amadea(4) | 4 | 1 step | Horizontal range of 4, Vertical range of 4 |



