**Battleship vision statement**

**1.**

**Game:** Battleship

**Group members:**

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**2. Overview of the gameplay**

Story: Two warlords meet each other at sea, they must take out their enemy to move forward and win the war. The only way is to shoot missiles at their enemy’s ships, the only problem is they don’t know exactly where they’re located. Can they destroy their enemy's ships before all their ships get destroyed?

Target platform: The game will be targeted towards people of all ages but will be aimed more towards kids and families.

Visual style:  Will be basic, bright and partially cartoony and gritty to appeal to children and to symbolise to others that they will have fun, while still having a feel of a war game.

Audio style: Will be war like with whistling of the missiles and explosions. There will be some music that feels like you’re in battle playing in the background

**3. Game screens and flow**

Screens:

Intro

Main menu

Loading/Pre-Game

Options

In-Game

In-Game Menu

High score

Game over

Flow:

Main menu is shown automatically once the intro has been displayed. Within the main menu, a button can be used to ‘start game’ which will lead to the options screen. When the required options have been set, the player can select a ‘start’ button. This brings up the Loading/Pre-Game screen, which leads to In-Game.

On the In-Game screen, a menu can be accessed which provides some basic options to the player, such as settings, quit, etc. The High Score screen can also be accessed from this menu.

Once the game has been completed, the In-Game Screen will change to a Game Over screen which will display the winner, scores and comparison with the high score. It will also have a ‘Play Again’ button that will restart a match.

**4. User Interface**

For any of the screens you have noted, describe the details. Be particular for the

Main screen:

* Single Player : Player can choose to play against bot
* Multi Player : Player can play with another player locally or online
* Settings : Configure the basic setting that is available in game. Such as screen size, sound, game pace.
* High Score : Showing the highest record of score and player name.

In game screen:

* Game Details : Player turn, Maps, Enemy Maps, Flags
* Attack : You can choose pieces of maps of your enemy that you want to attack.
* Pause: To pause the game while playing.

Winning screen :

* Play again: If you want another round, and rematch.
* Exit: Finish the game and exit

Settings Screen:

* Change Settings : such as sounds, graphic, screen size, game pace

**5. Gameplay**

*Describe mechanic or rules of the game. For example, what is the result of*

*a player move, what is a legal move, and so on.*

Players will take turns by firing shots to hit the opponents enemy ship. When it is your turn, you must call out a grid coordinate that identifies the row and column of the target grid. The opponent will then

**6. Assets**

Firstly, for a ‘battleship game’ we will need assets regarding various battleships, from different sizes and types and what they would look like damaged and destroyed. We will need an asset for the background regarding the ocean, the splashing of water and various sky settings. Most importantly we will need audio regarding the miss or hit features, as when for example the missle when missing it should sound a splashing sound and show the splashing asset, or when it hits a ship it should sound an explosion sound and show the damaged ship asset.