BattleShips

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Introduction:

Summary

Battleship (also Battleships or Sea Battle) is a guessing game for two players. It is known worldwide as a pencil and paper game which dates from World War I. It was published by various companies as a pad-and-pencil game in the 1930s, and was released as a plastic board game by Milton Bradley in 1967. (https://en.wikipedia.org/wiki/Battleship(game))

Genre: Turn-based

Camera View: 2D

Target Audience

All age.

Gameplay:

Goals

Primary
It's a turn based game, using guess and strategy to defeat all the opponent's ships. Every ship player defeat, he/she/it can get 1 flag, win after collect 5 red flags.

Controls

Left/Up/Right/Down	Move cursor/Ships
Rotate	Rotate ships
Enter	Menu select/ Fire missile

Escape	Exit the game

Win/Loss Condition

Win

Beat all the opponent's ships, collect 5 red flags.

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Loss

Opponent destroys all your ships.

Game Mechanics

Operational Rules

Basic Rules

1. Each player will have 5 ships.
2. 5 different ships will have life from 5 to 1
3. Each turn can only fire 1 missile

Correct Placement

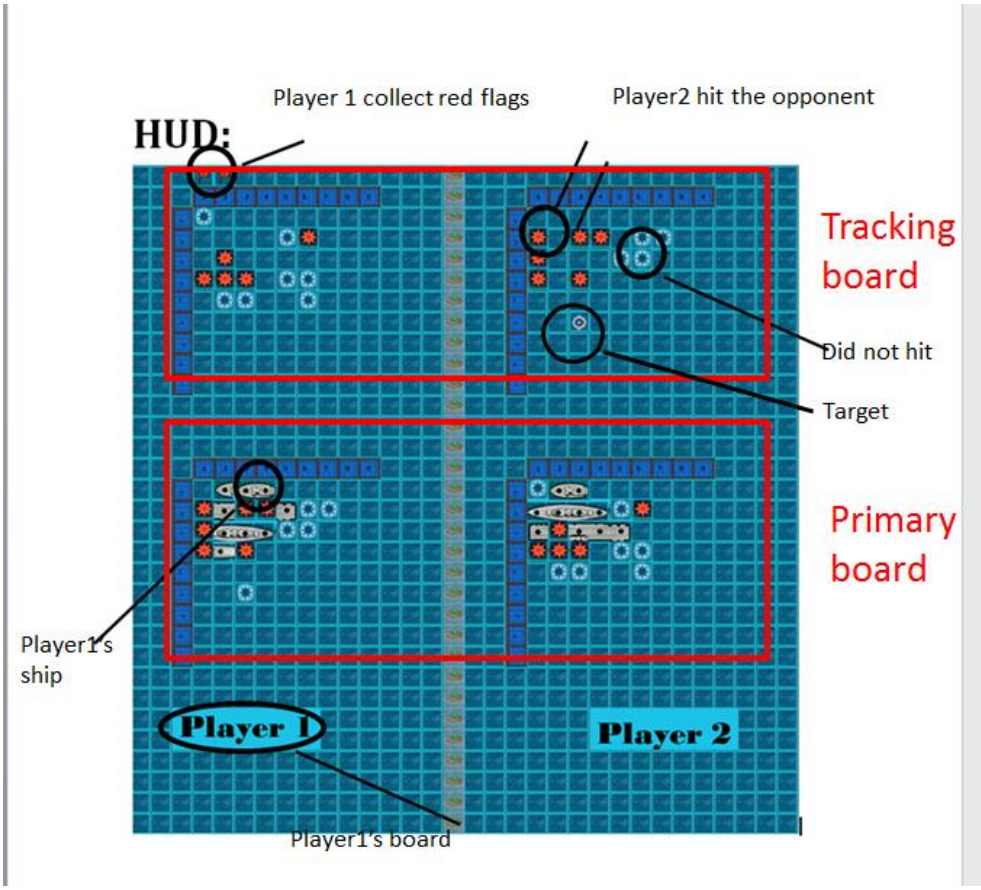
1. While assign the ships, players cannot place at two the same grid.
2. While fire the missile, players cannot place at two the same grid.

Game Flow

Menu:

There are three options, Player vs. Player, Player vs. AI, AI vs. AI

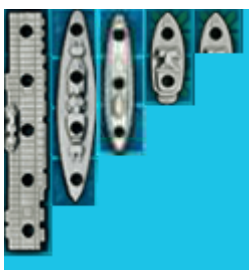
HUD:



Props

Interactive

- ➢ **Ships**
  - **Overview:**
    2D asset to show the ships, longer ships means more life
- **Asset:**

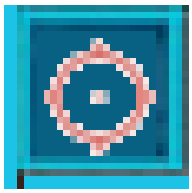


➢ **Target**

- **Overview:**

  2D asset to indicate which location the player want to fire missile

- **Asset:**



Non-Interactive

➢ **Hit mark**

- **Overview:**

  2D asset to indicate whether player fire hit the ships

- **Asset:**

➢ **No hit mark**

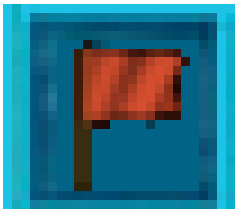
- **Overview:**

  2D asset to indicate whether player fire did not hit the ships

- **Asset:**

➢ **Red flag:**

- **Overview:**
  2D asset to indicate how many players collect the read flag/destroy opponent's ships
- **Asset:**



Game Levels

It's a 9 x 9 grid for the player to place their ships.