

ALL HANDS ON DECK

In the far future, the world is run by companies. The two eternal rivals **Blue Pepsi** and **Red Cola** have once again fallen into the tides of war, battling for the control of the last soda-free land in the world. Both companies have resorted to naval warfare, building their fleets for the final showdown. **May the best CEO rise above the waves!**

Features

1v1 board guessing fast-paced strategy game.

Each player starts with a set of pieces (ships) that they position in their respective grids, unknown to the other player. They then take turns guessing where the opponent's pieces are by taking shots at a tile.

If the shot misses a ship then the player draws a card and resolves it. Otherwise, the opponent takes a card.

Each time a ship is sunk it triggers a plot event that moves the narrative of the story along, forcing the players to adjust their strategies.

The cards are randomized and may have positive or negative effects, providing players with more strategic options and a more fun experience.

Overview



Genre & Theme

Guessing strategy game, with a naval battle theme.



Platform

The game will be developed using Vassal and is to be played on PC.



Inspiration & Artstyle

Realistic visuals within reason, while still maintaining the funny undertone of the story scenario.
The game's story is inspired by the Cola Wars, as well as the not so well known fact that Pepsi Co once held the sixth largest navy force in the world.



Design Goals

A deeper strategy thinking game.
A more immersive twist to the base game, with the implementation of a storyline.

The Player

Target

- This game targets players who want a fast paced 1v1 competition game and like strategy-based games.
- Casual players of the Manager and Wanderer type are more likely to enjoy the game but players of the Conqueror type may also enjoy the competitive aspect.

Motivation

- The players will compete with one another to destroy the opponent's fleet. As such, they have to devise strategies to find and eliminate the ships while accounting for the cards.
- The plot events push the players into a more competitive and strategic mindset, upping the stakes to being the winner.
- The game also encourages players to interact with one another, be it by interfering with each other's strategies (thanks to the cards) or by allowing them to roleplay.

Experience and Progression

The gameplay starts off with the familiar mechanic of the original Battleships game, easy to follow along. The card mechanic adds a twist to the events and allows players to have a greater variety of playing options in their turns. The story driven elements place the player in the shoes of a powerful commander, in this case the CEO.