**Water Wars**

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OBJECTIVE

*Inspiration*

Having grown up with the love of competition and strategy, and sometimes places ships half off the board, it's only natural that the game of battleship is a common experience for us growing up. Taking heavy influence from the classic two-player game Battleship we hope to give a childhood classic a tune-up. The old game had ships static on the board with no knowledge of the opponents location. The information known was the class of ship and how many hits needed to sink it. Although enjoyable, this game was simple as a result of the time that it was created.

*Goal*

In order to re envision this game we will take the tools of today to propel this classic to tomorrow. Water Wars will be a fan sequel that will bridge the gap between childhood imagination and the technology available to us today. The first and most obvious leap will be to get this game online and available to play on tablets and smartphones. Instead of the gray ships we are used to, we hope to include ships more accurate to the time periods in which you play. Instead of a simple shoot, respond, shoot we will offer new abilities and weapons. Possibly the biggest difference offered, we would like to see the ships being able to move and behave like real maritime vessels.

*Requirements*

We will offer three stages to play in the single player mode. These will cover three time periods throughout history. Pre-World War One naval battle, World War One naval battle, and finally World War Two battle. The biggest difference in these stages will be ship class as well as abilities and weapons. Cosmetically we hope to show the progression of naval technology.

There will also be the ability to play competitively with other people as to facilitate competition.

Game features will be centered around resource management. Game scores will be tracked through total resource points accrued through the game, these resource points will be redeemable for special abilities and weapons. The fewer total resource points recorded in the game, the lower the resource points the higher the score.

*Outreach*

The user base we are hoping to target is early adolescence up to late teenagers. Using the platform of tablets and mobile devices our primary outreach will be towards a younger audience, although the game can be enjoyed by all.

1. The Benefit of the Project

Why Are We Doing It?

The Water Wars project is driven by the desire to bring a beloved childhood classic, Battleship, into the modern era. The traditional Battleship game, though timeless, lacked the depth and interactivity offered by today's technology. We aim to breathe new life into this classic by providing a dynamic, engaging, and technologically advanced version that captivates players of all ages.

Who Will Benefit?

The primary beneficiaries of Water Wars will be the gaming community, particularly early adolescents to late teenagers, and individuals who cherish the nostalgia of Battleship. By infusing this classic game with innovative features and adapting it for modern platforms, we intend to attract a wider audience, potentially including those who might not have considered playing Battleship before. The project's benefit extends to both experienced gamers and newcomers, uniting them in a shared experience.

Is There a Demand for It?

Yes, there is undoubtedly a demand for an evolved version of Battleship. The popularity of board games, card games, and tabletop gaming has seen a resurgence in recent years. By tapping into the nostalgia of Battleship and enhancing it with modern technology, we aim to cater to this demand. Additionally, the project targets the thriving mobile gaming market, where the demand for engaging multiplayer experiences continues to grow.

How Would You Expand/Generate Demand?

To expand and generate demand for Water Wars, we plan to implement several strategies:

* Engaging Marketing Campaign: We will create a buzz around Water Wars through a captivating marketing campaign that leverages the nostalgia associated with Battleship and highlights the project's innovative features. Engaging teasers, trailers, and promotional materials will pique the interest of potential players.
* User-Friendly Accessibility: We'll ensure that the game is accessible on popular platforms, such as tablets and smartphones, making it convenient for users to play on their devices. The ease of access is key to attracting a broad user base.
* Community Building: Encouraging user-generated content, including custom ship designs and scenarios, can foster a vibrant online community around the game. This community involvement can enhance demand and engagement.
* Regular Updates: We plan to continuously update the game, introducing new ship classes, abilities, and scenarios to keep players engaged and excited. This ongoing development can sustain and grow the user base.

2. Expected Impact on Users

The impact of Water Wars on users encompasses various dimensions:

* Financial Impact: The project aims to provide a revenue stream through in-game purchases, expansions, and advertisements. It offers a valuable opportunity for revenue generation through a combination of freemium and ad-supported models.
* Psychological Impact: Water Wars is designed to captivate players with its engaging gameplay, fostering a sense of enjoyment, nostalgia, and competition. It can serve as an escape, a source of entertainment, and a platform for social interaction.
* Functional Impact: The project will offer a highly functional and immersive gaming experience, providing users with dynamic gameplay options, strategy-building opportunities, and a visually appealing interface.

3. Deployment of the Project

The deployment of Water Wars involves the following steps:

* Development: The project will undergo a rigorous development process, where we will create the game, including its mechanics, graphics, and online infrastructure.
* Testing: Extensive testing will be carried out to identify and rectify any bugs or issues. This phase ensures that the game runs smoothly and offers a seamless user experience.
* Launch: Water Wars will be launched on app stores for mobile devices and tablets. We will also create a web-based version for wider accessibility. This launch will be accompanied by a well-planned marketing campaign to maximize visibility.
* Updates: Regular updates will be deployed to keep the game fresh, exciting, and free from technical issues. These updates will introduce new features, ship classes, and scenarios.

4. Distribution of the Project

The distribution of Water Wars will involve making the game accessible to players through various channels:

* App Stores: Water Wars will be available for download on popular app stores such as Google Play Store and Apple App Store.
* Web-Based Version: In addition to mobile apps, we will offer a web-based version of the game, allowing users to play directly from their web browsers.
* Third-Party Platforms: Collaborations with third-party gaming platforms can extend the reach of Water Wars and provide access to a wider audience.

5. Detailed Use Scenario

Scenario 1: Solo Naval Strategy

* *Narrative*: James, a 16-year-old history enthusiast, downloads Water Wars from the App Store. He starts the game in the "Pre-World War One naval battle" stage. James chooses to play as a British naval commander. The game presents him with an array of British warships from the era.
* *Actions*:
  + James selects a cruiser-class ship and enters the game. His mission is to protect a convoy of merchant vessels from enemy attacks.
  + The game provides information about his cruiser's capabilities and a map displaying the convoy's route.
  + As he progresses, he encounters enemy vessels, engages in tactical battles, and strategically maneuvers his ship to intercept threats.
  + James earns resource points based on his performance, which he can later redeem for upgrades, special abilities, or new ship classes.

Scenario 2: Multiplayer Showdown

* *Narrative*: Sarah and Mark, friends in different cities, decide to have a friendly Water Wars competition. They both log in to the game using their smartphones and connect through the multiplayer mode.
* *Actions*:
  + Sarah selects the "World War Two battle" stage, while Mark opts for the "Pre-World War One naval battle."
  + They choose their respective ship classes and engage in a heated battle. The game keeps track of their resource points, kills, and overall performance.
  + As the game progresses, they deploy special abilities and strategies to outmaneuver each other.
  + After a thrilling match, Sarah emerges victorious, but Mark vows to improve and challenge her again.

Water Wars creates immersive, engaging experiences that cater to various user preferences, be it solo historical strategy enthusiasts or friends seeking a multiplayer naval showdown. The project's multifaceted impact, user-friendly accessibility, and continuous updates aim to make it a compelling addition to the world of mobile gaming.