Get together with team and:

• come up with an example of how our project will be used

• at least 3 personas

• at least 5 stories

Used:

Water Wars is a cooperative/single player game. As entertainment we will provide both solo and group play that will allow for you to test out your strategies learned in the campaign against other players.

Personas:

• Children

• Teenagers

• Adults (Basically senior citizens [25+])

Jack Dempsey (M: Age 9)

Jack is a free spirited youth, just entering the 4th grade. His favorite movie is Pirates of the Caribbean, he’s always dreamed of being a Pirate just like Jack Sparrow. His friends have just recently gotten involved in this new game called Water Wars. He is very excited to get the game when he gets home and plays with his friends. He is also very competitive.

Matt Murdock (M: Age 19)

Matt is a junior in University. Studying History, Matt has always stayed away from naval combat. He always found it to be too well documented. He always loved the speculation and exaggeration of history. However a game that spans over several time periods peaked his attention. He was ready to pick the game apart from any historical inaccuracies.

Darcy Jones (F: Age 40)

Darcy is a mother of two young boys, them getting along is a rarity. She has been struggling to find a balance between games that they are interested in, and games that she would prefer they be playing. She heard through her weekly book club that a lot of the young boys are playing this game called Water Wars. At first look it definitely is a topic that her boys would be interested in, and it doesn’t look too violent. Having them keep eachother busy wouldn’t be a terrible thing.

Scenarios:

Road trip

Home (2 player)

Work

Scenario 1 (at home):

You are at home laying on your bed, bored with nothing to do. You are on your phone scrolling on Instagram when you come across an ad for a game called Water Wars (not Battleship). On a lark, you decide to download it and play. Opening the game, you take a look through the display and decide to play a one player game, against the computer. You decide to set the computer to the most difficult setting and play. You end up losing and wanting to play more so you can beat the game.

Scenario 2 (road trip):

In a car, on your way to the Grand Canyon, you are extremely bored with nothing to to do on your one day car ride. Having exhausted all other forms of entertainment, you give it a chance. After playing alone for a bit, you suggest to your brother to download the game. Being younger than you, it takes him a little longer to understand how the game works so you beat him in the first 2 games you play against each other.

Scenario 3 (at home 2 player):

While watching T.V., you and your brother see a commercial for a new game; Water Wars. You find the new take on the old game Battleship intriguing and decide to try it out. You both agree on the pirate age setting and take turns shooting cannonballs at each other’s ships and using other old technologies. In the end the brother won with a salvo.

Scenario 4 (friend’s house):

Your friend has invited you over to hang out and have a good time. While you’re there, they show you this new game called Water Wars. You start a game, playing against each other. You start the game, learning the controls and accidentally attack water square A4. You don’t hit a ship. Your friend starts by using his spyglass ability which reveals if there are any ships in a 3 by 3 square area.

Scenario 5 (At work):

You are finally done with a stressful project at work. You still have 20-30 minutes before you can leave, but you dont have any more work to do… and to be honest you dont think you can do anymore without losing it. You look over to Jim, your project partner, and you both have the same idea. You boot up Water Wars, which handily has a silent startup mode. And you guys delve into your favorite era, pre World War One, the age of honor and romanticism, you love the hit and run tactics which in combination of scouting abilities allows you to play a fun game of cat and mouse

Abilities:

* homing attack
* spyglass, flare, radar
  + reveals if there are any ships in a 3x3 area
* arial attack
  + when it’s your attack turn your attack hits 3 squares in a line
* area attack(Salvo)
  + attack a 3x3 area
* dive
  + go underwater so your ship can’t be hit for a certain number of turns
* dash
  + move your ship