Battleship

**Game Proposal Document**

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# High Concept Statement

Battleship is a game where you have to sink the opponent’s armada. It’s a 2D game where you have to place your own ships onto a grid, and guess where the other player’s ships are on their grid. Sink all of their ships before they sink yours to win the game.

# Story

The enemy is approaching our position! Sink the ships and protect our army! This battle is our last chance at winning the war. God save the king!

# Genre

This is a 2D strategy game.

# Gameplay

You click on your ship and hold it to move it around. Drag and drop it anywhere on the grid to position it. Once the planning phase is over, the attack/defense phase begins. Tap on the grid to place the marker where you shot so you can keep track of your attacks. Keep guessing different positions on the grid until you get a hit on the ship, and then do your best to sink the rest of it by guessing the other grid positions. Sink all enemy ships to win.

# Setting

The game takes place on the ocean waters, in a battle zone between two factions. You’re a navy captain and you’re in charge during the battle. Strategize the defensive positions of your ships, and kill the enemies.

# Hardware Platforms

The aim is for iOS devices such as Mobile phones and Ipads.

# Game Controls

You move your ships by dragging and dropping them to the desired location on the grid. Tap on the grid to place a marker.

# Challenges and Art Assets

A challenge that comes with making this as a mobile game is including the networking. Also, I have to think of how the scenes will switch on the phone, from the planning phase to the attacking phase. Will there be two screens simultaneously when attacking for your layout and the enemies, or will they alternate? I’ve chosen to just show the enemies screen for now.

I’ll be finding the art assets online. Finding free assets online will be essential since I will not be making my own.

# Intended Audience

The intended audience for this game is anyone that enjoys a strategy game. Users will have to have an iOS. Rated E for everyone.

# Development Team

Miguel Favero – Programmer