

SINKING TEETH

IN A WORLD FULL OF WARS AND HARDSHIPS, FIGHTING FOR GLORY AND VICTORY IS THE BIGGEST HONOR YOU CAN ACHIEVE. YOU ARE CURRENTLY ON A MISSION TO CONQUER AND CONTROL AN IMPORTANT MARITIME ROUTE, HOWEVER, YOUR COUNTRY'S ANCIENT RIVAL SEEKS IT FOR HIMSELF...

THE ROUTE IS OBSCURED BY THICK FOG AND JUST BEFORE YOU ARRIVE ALL SENSORS FAIL. YOUR NEMESIS MUST ALREADY BE THERE. YOU QUICKLY BLOCK HIS SIGNALS TOO, DRIVE A BIT INTO THE FOG AND ORDER THE SHIPS IN YOUR FLEET TO DISPERSE. YOU CAN'T POSSIBLY DRIVE INTO THE PREPARED ENEMY, BUT YOU HAVE ENOUGH AMMO TO SHOOT BLINDLY ON QUADRANTS UNTIL YOU HEAR A HIT. BEWARE, HOWEVER, OF THE SHARK-INFESTED WATERS THAT MAY DESTROY YOUR SHIP OR HELP YOU DESTROY THE ENEMY, AS WELL AS EXTRA AMMUNITION THAT YOU OR YOUR OPPONENT MAY FIND TO ATTACK AGAIN. SO CHOOSE WISELY, A SINGLE WRONG SHOT MIGHT GIVE YOUR ENEMY THE EDGE AND THE SURVIVAL OF THE ENTIRE FLEET DEPENDS ON YOU.

FEATURES

- SINKING TEETH IS A TWO-PLAYER STRATEGY GAME, BASED ON THE WELL-KNOWN GAMEBOARD BATTLESHIPS WITH SOME TWISTS AND TURNS.
- EACH PLAYER HAS THEIR OWN BOARD. IN SINKING TEETH THE PLAYERS NOT JUST PLACE THEIR SHIPS IN THE BEGINNING OF THE GAME ON EACH BOARD BUT ALSO SHARKS AND ADDITIONAL AMMO.
- WHEN EVERYTHING HAS BEEN PLACED, THE BOMBS WILL THEN BE ADDED TO THE BOARD BY DRAWING CARDS. THE CARDS WILL CONTAIN THE COORDINATES FOR THE BOMBS.

OVERVIEW

PLAYER MOTIVATION

THE PLAYER WILL ATTACK THE ENEMY'S BOARD BY SHOOTING HIS CANNONS TOWARDS A SPECIFIC COORDINATE, IN AN ATTEMPT TO HIT THE OPPONENT'S BOATS INTO SINKING. HE WILL, HOWEVER, ALSO HAVE THE OPTION TO HIT SHARKS, BOMBS OR AMMUNITION THAT HELP OR HARM HIM IN THE FIGHT AGAINST THE ENEMY.

GENRE

1V1 STRATEGY GAME.

QUICK INTERACTIVE GAMES :

PLAYERS INTERESTED IN STRATEGY GAMES.

COMPETITION

OTHER BATTLESHIPS VARIANTS:

- BATTLESHIPS SOLITAIRE
- BATTLESHIP: SEA BATTLE
- BATTLESHIPS AT DAWN
- VR BATTLE GRID

BATTLESHIP PLAYERS LOOKING QUICK INTERACTIVE GAMES :

- TIC-TAC TOE
- HANGMAN
- SOS PAPER GAME

KID FRIENDLY CARTOONY GAMES:

- NINTENDO STYLES GAMES
- FACEBOOK GAMES FOR A MORE DYNAMIC AND OPTION-FILLED GAMEPLAY.

UNIQUE SELLING POINTS

THE GAME NOW ACCOMMODATES DIFFERENT STRATEGIES PROVIDED BY THE ADDITION OF RANDOMNESS WHEN PLACING THE ADDITIONAL POWER ELEMENTS AND ITS POSSIBLE HITTINGS WHEN SHOOTING THE CANNON. THIS MAKES UP FOR A MORE DYNAMIC, FAST GAME WITH DIFFERENT OUTCOMES AND WHICH IS ESPECIALLY APPEALING FOR PLAYERS WHO ARE LOOKING FOR A LESS REPETITIVE VERSION OF BATTLESHIP.

HARDWARE

PC GAME - WILL BE IMPLEMENTED AS AN EXPANSION TO THE BATTLESHIP VASSAL MODULE, WHERE IT WILL BE PLAYED AMONG DIFFERENT PLAYERS.

DESIGN GOALS

- **SIMPLICITY: A SIMPLE AND EASY TO PICK UP CORE GAMEPLAY, ACCESSIBLE TO EVERYONE**
- **FAST: PLAY WHENEVER YOU HAVE TIME, EVEN IF IT'S ONLY 10 MINUTES TO SPARE**
- **CHAOTIC: WITH THE NEWLY ADDED FEATURES THE GAME WILL GRANT NEW POSSIBILITIES, MAKING THE WINNER UNPREDICTABLE.**