**B438 Network Game Project Proposal**

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Proposal

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We plan to use the Love engine with Lua script modules in the Love engine to create a two-player battleship game that can be played locally or publicly and will offer an in-game text chat with the opponent. The network aspect of the game will consist of Lua’s socket module to connect using TCP as the communication type and a client/server architecture. The research paper will explain how to use Lua’s socket module with either TCP or UDP to create a client/server network as displayed with the battleship game.

The battleship game will be the typical style/gameplay with traditional rules. Players will start by assigning (or randomly) assigning ships to multiple tiles, and then each person will take turns guessing on a pre-determined grid. The player may guess anywhere on the grid, and if the grid contains a ship, it is hit. If the grid is empty, it is a miss. The ship can take however many hits it takes to sink it, which is determined by the player ‘guessing’ the length and direction of the ship, covering it in “hits.” The first player to sink the opponents ship will win the game.

We are attempting to re-create an enjoyable classic, with appealing visuals and captivating gameplay. We wanted to create something that was unique, all while creating a simple game that (almost) everyone knows the rules on so there is less time explaining and more time playing!