Software Construction

Members:

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**Project 1**

We want a battleship game with serviceable graphics built to be playable in a non-mobile popular web-browser

**What does the user expect from Battleship?**

Different ships

Two boards, two players

Pieces to mark hits on the board, and misses

Whoever sink all the enemy ships first wins

**What do they want?**

I want 3D visualization of this game

2 sets of 3D pieces

Interactive

Description of Rules of Play

Basic UI

* Welcome screen
* Representation of sunken enemy ships
* Grid Representation
* Win screen
* Pass and play screen

**Stretch Goals**

Animations

Network play

Music

Extra features

* Unique gameplay modes

1. Using Unity