Game design document – SHIPS!

Description

- Multiplayer ship battle game where the players control ships and try to destroy each other.
- Last man standing wins.
- Local multiplayer for 2-4 players.

Gameplay loops

- Players trying to destroy each other.

Mechanics & features

- Physics-based: projectiles cause forces on hit, shooting has recoil, controlling ships is done with force & torque, etc.
- Simple damage model: damaging back effects steering, damaging middle effects control speed, damaging front effects speed.
- 2 types of weapons: instant and charged (charged can have recoil, instant cannot)
- Some ship weapons can be aimed, some have limited ammo.
- Maps can have 4 types of terrain: sea (normal), shallow waters (slowly damages ships when they move through, block torpedoes), beach (hitting beach at speed damages ships, blocks shots & movement) and land (impassable)

Features

- 4 ship types.
- Each has 4 different weapons with cooldowns.
- Torpedo boat (fast & fragile):
    - Small, fast & agile.
    - 2 torpedo tubes at front (no aiming).
    - Shotgun at the front, aimable.
    - Burst fire cannon at the back, aimable.
- Frigate (balanced firepower & speed):
    - Medium size & speed.
    - Medium controllability.
    - 2x3 side cannons.
    - Aimable front cannon.
    - Mine laying (limited ammo).
- Ironclad (tough & slow):
    - 2x2 cannon turrets at front & back, aimable.
    - flamethrowers (or similar) on sides (limited ammo, overheating).
- Ship X (long range fighter)
    - Drone shooter at the front. The drone can be steered, and it shoots enemy ships that are in front of it automatically.

- o 2x2 side cannons that rotate towards the side of the ship when charged. Charge does not affect shot force.
- o Can lay mines that slow enemy ships down and speed this ship up.
- UI to show ship damage/control state & cooldowns
- 1-2 players on same keyboard, others on controllers
- 8 different kinds of maps
- Controller/device assignment
- Options menu: player colors,
- Explanation of mechanics & controls in main menu