**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.
  + 2x2 side cannons that rotate towards the side of the ship when charged. Charge does not affect shot force.
  + 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