

Game Manual

Group: Nameless

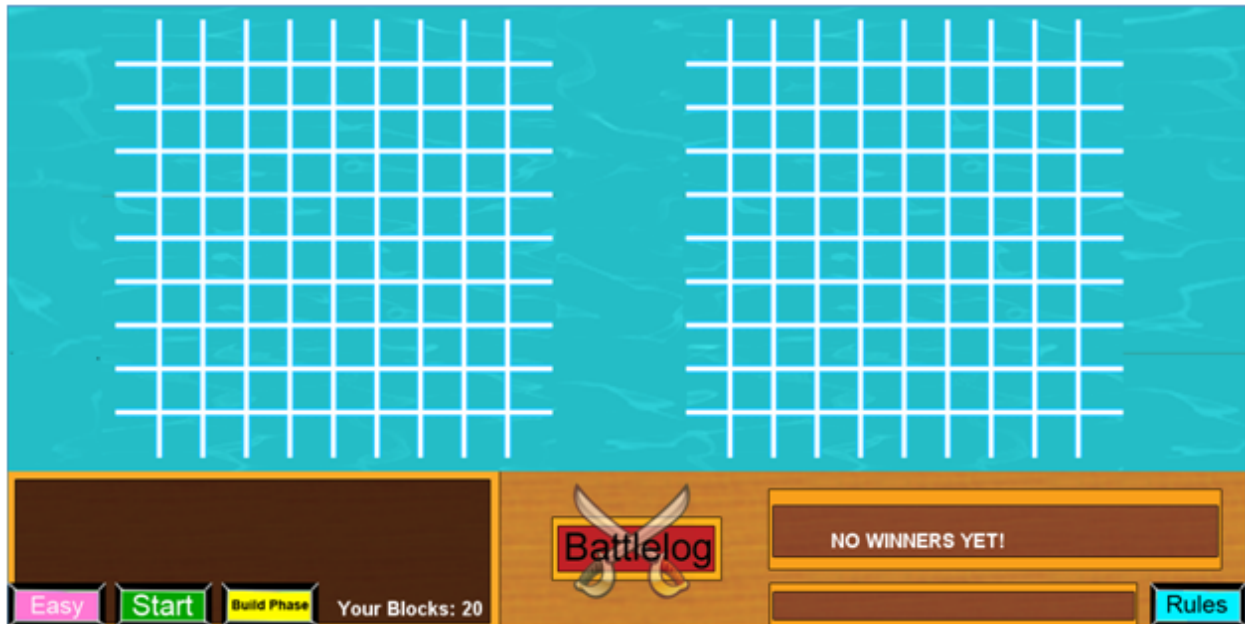
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Tactical Warships

Summary/Instructions: (these are all found inside the game "Rules" button)

The UI:



Notes: Global buttons

Difficulty button appears on the bottom left hand side displaying the difficulty you are in, you can adjust from Easy, medium, and hard at any time.

Start Button: this ends your build phase and then becomes a restart button, which you can restart the game whenever you want.

Rules button: it will constantly change depending what rules you are in.

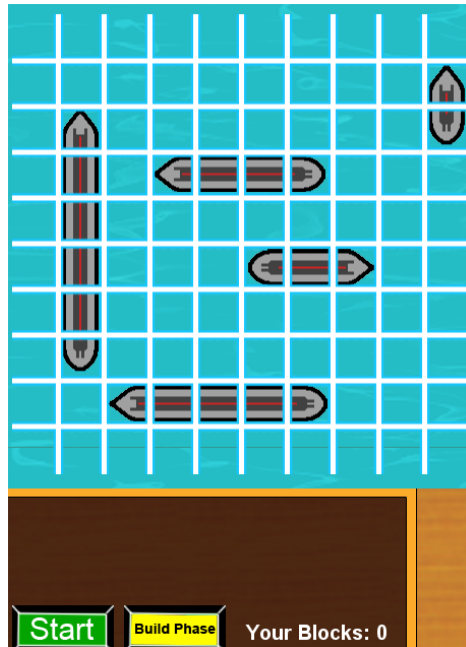
The main purpose of the game is to search and destroy all of the enemy's ship.

There are technically three phases in the game:

Build Phase:

This is where all of the players go to the moment you start the game. In here each players/AI has 20 blocks to make their ships from. You can make ships from 2 to 6 blocks worth, this will decrement the blocks you can build with. To create a ship, click on any of the grid on the left hand side. The first click would be the head and the second would create the tail of the ship. After both clicks are registered, the ship would be created. If you click anywhere else that isn't

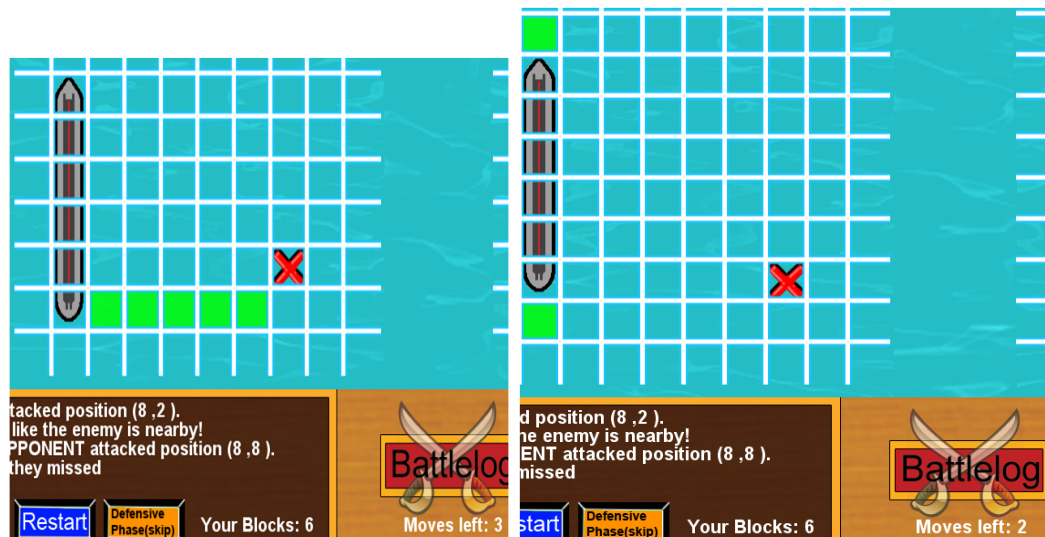
within the range, it cancels your first click. After you are done building your ships, click on the START button to begin the game.

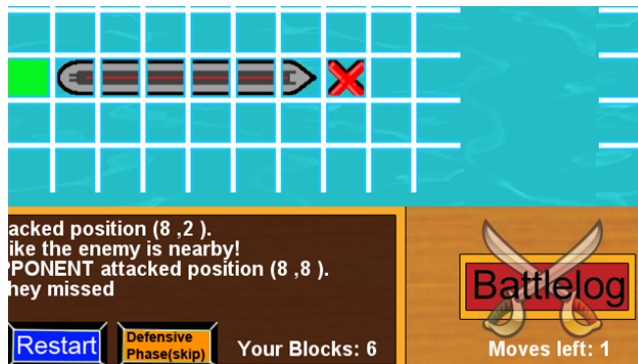


Defensive Phase:

You have the ability to move any of your ships around to avoid the enemy's attack. You have at most 3 moves with two different types of movements available. The movements are possible as long as none of its ships are in its way or a danger zone.

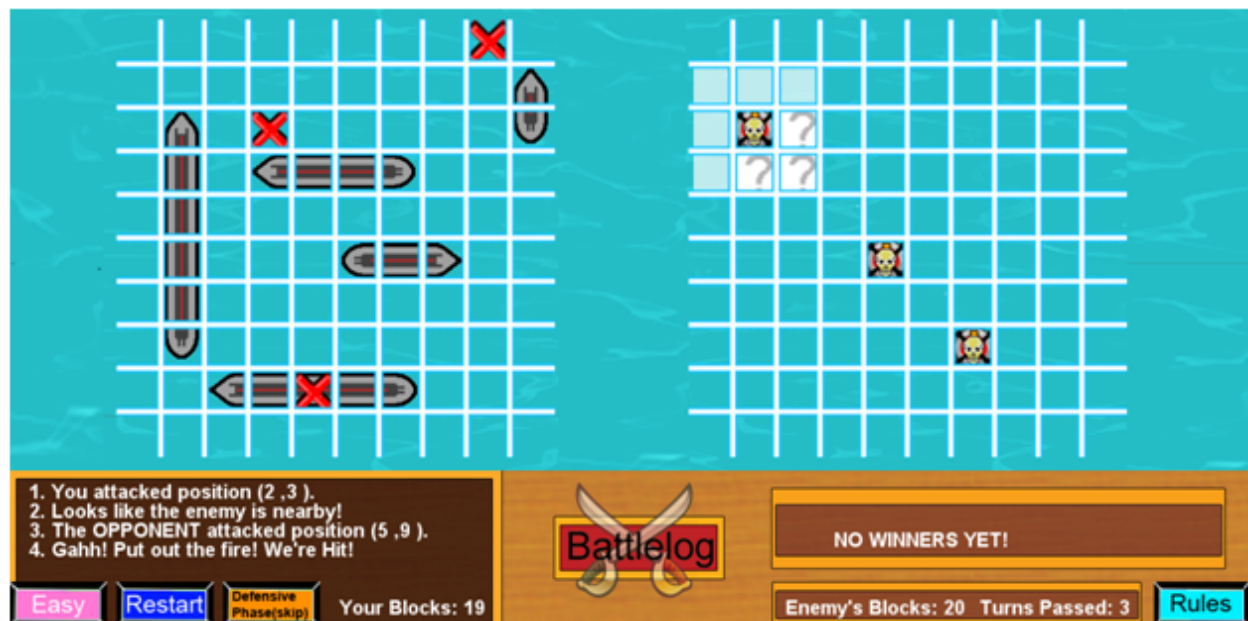
- basic up/down or left/right (depends on orientation of your ships when you built it)
- If you click on the middle of ship and then on a lighted green space, you can move, otherwise anywhere else would cancel the click.
- rotating the ships requires a lot of free space and you can rotate by 90 degrees
- clicking on the tail of your ship and then lighted green space rotates in that direction.





Offensive Phase:

You choose where to attack on the right grid and guess where the enemy ships are at. If the cell that you attack contains part of a ship, that cell will be marked with an X. However, if the cell does not contain a ship, that cell will be marked with a “dead-zone”. That cell then cannot be passed through by the enemy ships in defensive phase. Also, along with the “dead-zone”, a 3x3 sonar will appear centered at the “dead-zone” which will display areas that enemy ships appears at.



Winning/Losing:

A player will lose when the total blocks that you used to build your ships reaches 0, it would be displayed on the bottom on how many blocks each player have left.

Actions are performed from clicking grids or pressing buttons located at the bottom

ABSTRACT:

Tactical Warships is a modified version of the board game, Battleships. A couple differences in Tactical Warships are the sonar feature and the ability to play defensive by moving your ships. Since the ships in Battleships are stuck in one spot and when the enemy spots a ship, there is no way for strategy to be involved. Tactical Warships changes the way the game plays by providing the ability to change the board. In a player's defensive phase, their ships are able to move and in the offensive phase, the player is able to send out a sonar to reveal nearby enemy locations providing more strategy.