

MDA: Battleship

- **Mechanics**

- 2 players
- This is an analogue game
- After set up there is no movement of the game pieces
 - Set up consists of each player positioning their respective ships (or game pieces) on the gridded game board in the positions of their choosing.
- Once set up is complete, gameplay can begin immediately
 - Gameplay is overall rudimentary with it focusing mainly on vocalizing where on the opponents grid you want to attack and the opponent letting you know if it was a hit or a miss.

- **Dynamics**

- Dynamics that could be seen in Battleship are as follows:
 - Anxiety
 - Caused by lack of knowledge on where will be attacked next
 - Fear
 - Caused by the same lack of knowledge that causes anxiety
 - Excitement
 - Caused by hearing you made a strike on an enemy vessel or you sunk an enemy vessel
 - Accomplishment
 - Caused by winning the game or sinking an enemy vessel

- **Aesthetics**

- There are several aesthetics that could be seen in Battleship. We will be primarily looking at examples from the Northwestern PDF document that explains what an MDA is (which also includes examples of aesthetics. The examples of aesthetics that Northwestern uses are as follows (this is by no means a comprehensive list of all aesthetics): Sensation, Fantasy, Narrative, Challenge, Fellowship, Discovery, Expression, and Submission.
- Battleship could have the aesthetic of Fantasy, Challenge, Fellowship and Discovery. For some people, the aesthetic of Submission may also be applicable because they may have memories of the game being played as a child.

- **The Designer's Feel**

- In the game Battleship, you are tasked with trying to either sink all of your opponent's ships or sink your opponents Battleship and you will win the game. This is a fairly straightforward game of chance as the player is guessing which area the opponent's ships are in and trying to sink them. We feel the designers wanted to instill a sense of wonderment, fantasy and strategy in this game and honestly, we think it works well. Because the player never sees their opponents board and they are always guessing where to shoot next, it forces them to have strategy. Also, because this is taking place on a tabletop and most people will never step foot inside of a real ship let alone shoot a missile, it brings a sense of wonderment and fantasy to the game as well.
- Battleship Play Video:
 - <https://www.youtube.com/watch?v=q0qpQ8doUp8&feature=youtu.be>

- **Changing the Aesthetic**

- Several items will be changed in this modified version of Battleship:

- A card aspect will be added that will give special attacks, movements and intel aspects to the game
- Movement mechanics will be added
- Health regeneration will be added
- An increase in the size of the board will be added (classic Battleship is 8x8. The modified version will be 14x14)
- Fog of War aspect will be added to game