Battleship 2016 XXL Deluxe™

Vision

Battleship 2016 XXL Deluxe™ extends the classic Battleship game with new functions like powerups and achievements making it unique among the numerous implementations out there. Powerups and challenging achievements keep the players motivated.

Requirements

#1 User login

- User can enter name and select a color
- 2 players per server

#2 Rotate ships

- Horizontal and vertical
- All ships can be rotated

#3 Make move

- "Attack" cell on field
- Mark result (hit / miss)
- Change player after move

#4 Restart game

- Add possibility to restart game when game is over
- Both players have to restart game

#5 Collect statistics

- On the server
- Playername: won/lost
- number of games played
- duration

#6 Powerups

- Shoot 2 times during 1 move

- Move ship
- Repair ship
- Block attack
- Use 2 powerups during 1 move

#7 Unlimited users per server

- More than only 2 players per server
- Every game has own "room"

#8 Place ships

- 5 ships
- Types: Battleship (5), cruiser (4), 2 frigates (3), minesweeper (2)
- All ships can only be placed either horizontally or vertically
- Game starts when all players have placed their ships
- Select starting player by random

#9 Show playing field

- Size: 16x16
- Visible after the login

#10 End of game

- Show won/lost

#11 Audio

- Hit / miss
- Won / lost
- Music during the game

#12 Highscores

- Shortest / longest game
- Most successful player

#13 Achievements

- No common achievements like "You hit your opponent!" or "You have won!"
- Available for Steam and Xbox Live

- Possible achievements
  - "Survivor": Won the game with no own ships destroyed
  - "Pacman": Shot a Pacman on the opponent's field
  - "Silvester!": Won at exactly midnight
  - "5-4-3-3-2": Destroyed the ships in this order
  - "Synchronised swimming": Placed the ships exactly as the opponent
  - "The Walking Dead": Almost destroyed ship (1 field left) repaired completely
  - "Cross-border commuter": Placed all ships at the border
  - ...

#14 Facebook sharing

- Increase reach
- Makes it easier to find new opponents

#15 Paid powerups

- Certain powerups have to be bought
- Balance of the game must not be influenced (no Pay2win)

#16 Tracking

- e.g. Google Analytics
- Tracking shall help to improve the game
- User must be able to switch off tracking