## Design document for Battleship

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## 1 Introduction

Battleship is a 3D naval real time strategy game, where the player commands a fleet of modern warships to defeat the enemy using superior firepower and tactics ranging from a group of vessels down to components of an individual ship.

- 2 Gameplay
- 2.1 Main loop
- 2.2 Secondary loop

- 3 Look and feel
- 3.1 Story line
- 3.2 Graphics
- 3.3 Soundtrack

- 4 Technical analysis
- 4.1 Target platform
- 4.2 Hardware prerequisites
- 4.3 Software prerequisites

## 5 Delivery

- 5.1 Market analysis
- 5.1.1 Target audience
- 5.1.2 Promotion
- 5.1.3 Community interaction
- 5.1.4 Monetization
- 5.2 Programming
- 5.2.1 Testing
- 5.3 Art
- 5.4 Soundtract
- 5.5 Playtesting