

# 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    Factions**

### **2.2    Units**

#### **2.2.1    Battleship**

#### **2.2.2    Destroyer**

#### **2.2.3    Cruiser**

#### **2.2.4    Submarine**

#### **2.2.5    Aircraft carrier**

#### **2.2.6    Multi role fighter**

### **2.3    Projectiles**

#### **2.3.1    Cruise missile**

#### **2.3.2    Tacitcal nuke**

### **2.4    Maps**

## **2.5 Game loops**

### **2.5.1 Main loop**

Players command their fleet, receive score for every successful hit on an enemy unit to purchase upgrades. The game is won when the player destroys its enemy's fleet.

### **2.5.2 Secondary loop**

The player selects the map, and parameters for the AI: number of players, difficulty, etc.

## **2.6 Game mechanics**

### **2.6.1 Components**

### **2.6.2 Upgrade tree**

### **2.6.3 Ramming**

### **2.6.4 Countermeasures**

### **2.6.5 Unit programability**

## **3 Look and feel**

### **3.1 Story line**

### **3.2 Graphics**

### **3.3 Sound effects**

## 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 Code reviews**

#### **5.2.2 Testing**

### **5.3 Art**

#### **5.3.1 Concept art**

#### **5.3.2 Orthographic references**

### **5.4 Sound effects**

#### **5.4.1 Sound effects**

#### **5.4.2 Music**

### **5.5 Playtesting**