

Design document for *Battleship*

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January 3, 2022

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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

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5.5 Playtesting