

# Meeting protocol

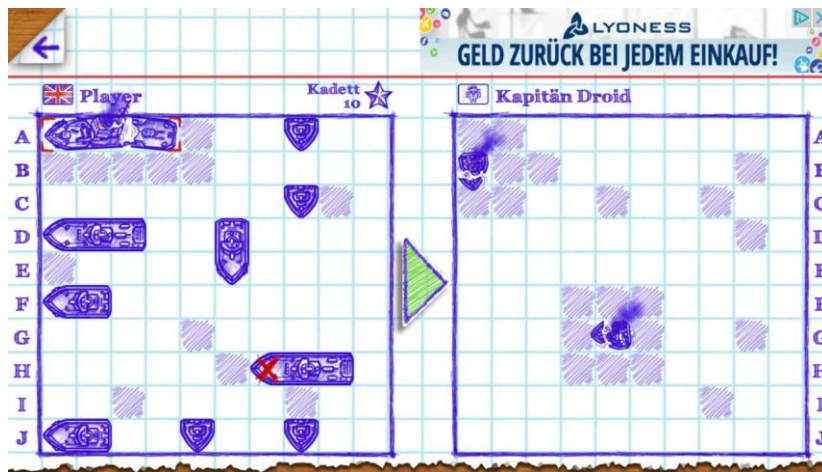
## Participants

- Julia Müllner
- Ralf Kralicek
- Konrad Deubler

## Notes

### UI Sketches

Reference image for the main game screen:



- Will be created until next week
- Ships are drawn in a top-down view
- Whole game takes place on one screen
- Planned sketches
  - Main menu (with as few as possible steps for game creation)
  - Ship placement (drag & drop + placed outside the board for reference)
  - Win- and Loose-Screen
  - Create multiplayer game (Bluetooth)
  - Overview In-App purchases

### User Stories / Use Cases

The following use cases have to be worked out:

- Download the game
- Start the game
- Play a singleplayer game
- Choose between different game modes
- Play a multiplayer game
- Find and choose opponents (Bluetooth)
- Unlock abilities
- Use abilities
- Buy new skins (In-App purchases)

- Place ships onto the battlefield
- Win
- Loose
- Change difficulty
- Shoot enemy ships
- Disable Ads (In-App purchases)
- Visual Feedback – Ship hit
- Visual Feedback – no Ship hit

## IDE

NetBeans 8.1 is considered.

## Git Repo

Has been checked out and set-up from all participants.

## Goals / Game Design:

- Singleplayer (3 difficulties - Easy, Moderate, Hard)
- Game modes (Ship size):
  - Standard
    - 1x 4
    - 2x 3
    - 3x 2
    - 4x 1
  - Modus 2 (old setup)
    - 1x 5
    - 2x 4
    - 3x 3
    - 2x 2
  - Modus 3 (In-App purchases)
    - 5x 1
  - Modus 4 (In-App purchases)
    - 1x 1
- No local multiplayer (nobody plays on same device)
- First priority singleplayer, then bluetooth
- Landscape
- Keep it simple (no online levels, Clash of Clans style, etc.)
- Simple, flat layout
- Items and special abilities
- In-App purchases
  - Remove ads
  - Ship-skins (Pirates, Sci-Fi, etc.)
  - Different game modes
  - Different backgrounds
  - Different board sizes
- Multiplayer
  - Chat?
  - Emoji style (Hearthstone)
- Achievements with Apple Play and Google Game Center
  - <http://trinhtrunganh.com/cordova-plugin-for-google-play-game-service/>
- Levels are achieved and stored locally
  - Abilities can be unlocked in singleplayer
    - Examples
    - After 100 games
    - After 100 sunken ships

- No fullscreen-ads

Next meeting:

- Wednesday, 20. April 15:30 Campina