

# BATTLESHIP

## ABSTRACT

This basic Battleship cross-platform game for Android and iOS bases on the classical rules of battleship. You have two enemies fighting against each other in a turn-based manor. In the app it is possible to play against an AI or against another player over the internet through exchange of an id.

Different game modes are available, which makes it possible to play with bigger ships or on smaller battle-fields. Achievements are available after a number of successes or on special occasions.

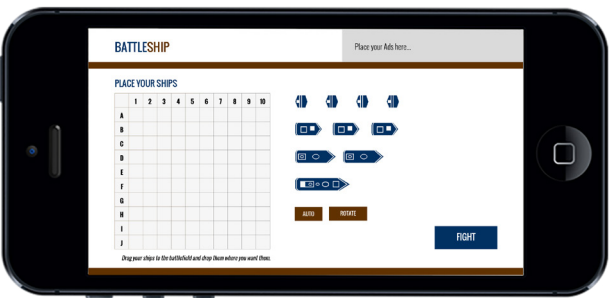
The main feature of the game is the flat and easy-going design, the simple game logic and the idea of a classic game without too many extra features that disturbs the gameplay.

## DESIGN

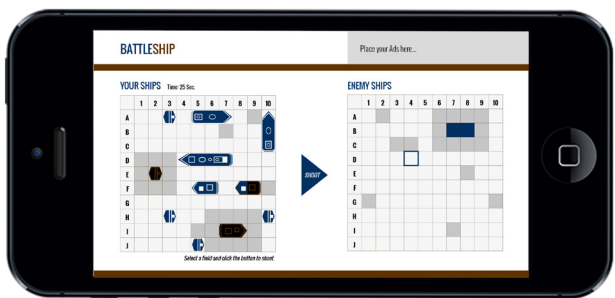
All features combined in one main menu for easy handling.



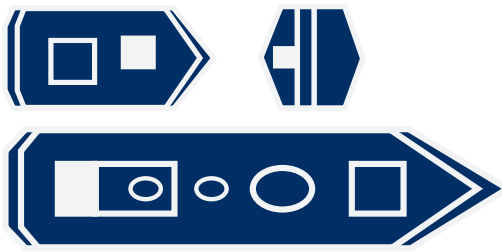
Place your ships to defeat your enemy.



The gameplay follows the classic battleship rules.

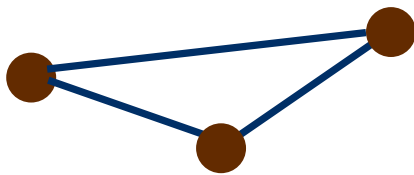


The design of the ships is simple and recognizable.

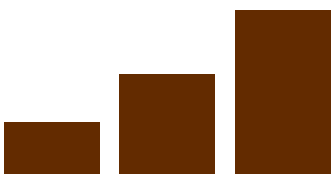


## FEATURES

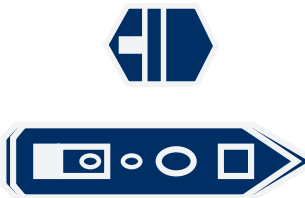
Playing against the AI and other players around the world.



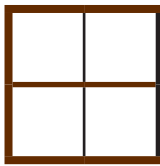
When choosing singleplayer, you can play against 3 difficulty levels.



Choose between 4 different fleet types.



Decide on which battleship you want to play.



## TECHNOLOGIES



The cross-platform mobile development framework cordova was used for implementing the battleship app.



Besides Javascript, HTML and CSS, jQuery and jQuery mobile were applied.



For connecting through the internet to other players around the world or to your partner next to you, the event-based bi-directional communication layer socetk.io was found appropriate.

Also for making the network connection work the platform docker was deployed. As an expert for automating the deployment of applications inside software containers it fitted perfectly to this role.

## PLANNING

In the planning process the features of the mainmenu and the implementing of the app through javascript, html and css was planned. It soon became clear that cordova is the perfect framework for such an application.

Decisions like how to arrange items in the menu, or how to place ships were made in this part of the project. It was important to easily have acces to all features of the menu and not clicking too many times till reaching the fight-screen.

Another aspect which differentiates this battleship app from others is the minimal advertising in the game. Full-screen-ads will not be used so the player can perfectly concentrate on the game.

For the network connection node.js, socket.io and docker was used.

## ACHIEVEMENTS

During gameplay it is possible to receive achievements on special occasions.

### BEGINNER

You have finished your first game.



### MULTIPLAYER

You have played your first multiplayer game.



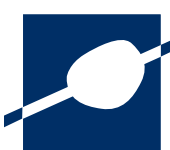
### FLEET ADMIRAL

You have played 50 games.



### CAPTAIN JACK SPARROW

You have lost 20 games.



### MULTIPLAYER MASTER

You have won 30 multiplayer games

