

BATTLESHIP

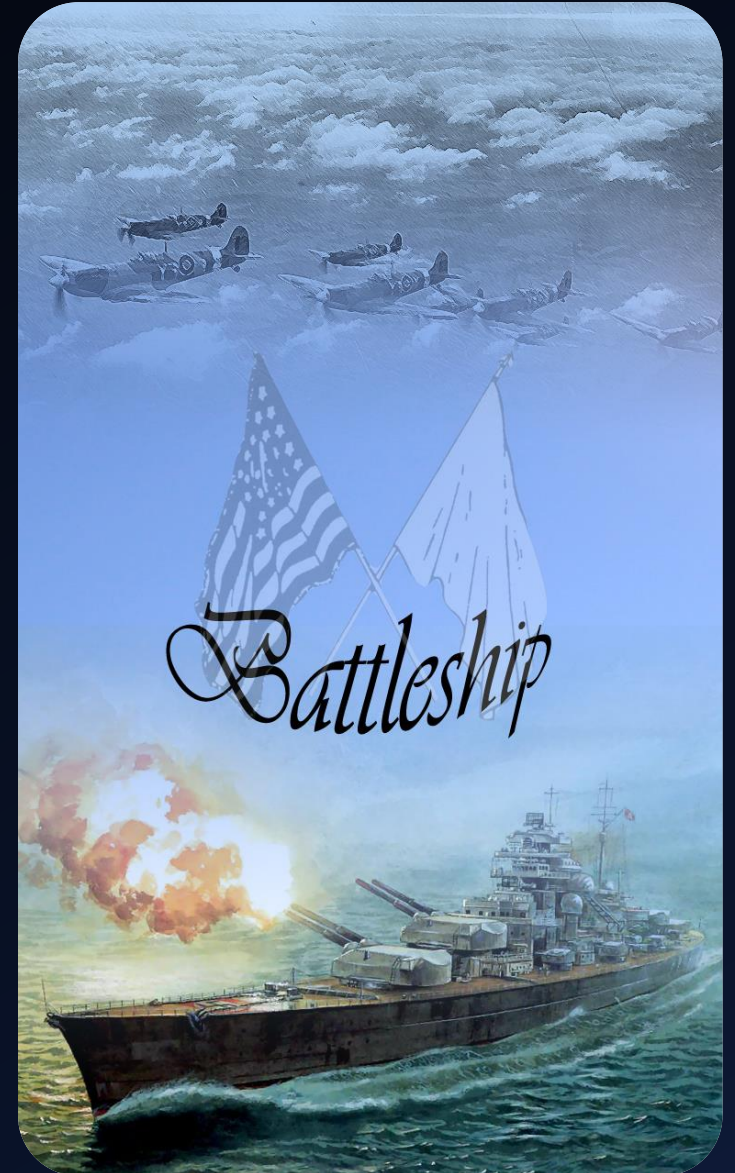
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Overview

- The game
 - Ideas
 - Basics
 - Implementation goals
 - Extensions
- Technologies & Platforms

The game - Ideas

- Take classic game to modern era
- Simple, but many possibilities
- It's always fun to play a game
- In-App purchases possible
- Multiplayer games perfect for cross-platform

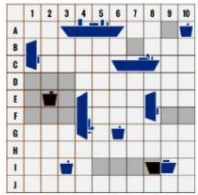


The game – Basics

- 2 Players
- 10x10 Board
- 6-10 Ships per Player
- Turn-based firing
- Extra shot for a hit
- Sink enemy fleet

BATTLESHIP

YOUR SHIPS



ENEMY SHIPS

	1	2	3	4	5	6	7	8	9	10
A										
B										
C										
D										
E										
F										
G										
H										
I										
J										

Time: 25 Sek.

Now shoot for an enemy ship. ▶

BATTLESHIP

YOUR SHIPS

	1	2	3	4	5	6	7	8	9	10
A										
B										
C										
D										
E										
F										
G										
H										
I										
J										

Time: 25 Sek.

Your enemy is shooting. ▶

The game - Implementation goals

- Singleplayer against AI (2-3 difficulties)
- Multiplayer Bluetooth
 - Cross-platform
- Multiplayer Internet (optional)
 - Cross-platform
 - Random matching or direct play?
- Extensions (optional)

The game - Extensions

- Game mechanics
 - Game modes (only 1 ship e. g.)
 - New / different ships
 - Items
 - Special abilities
- Monetarization
 - Skins for ships
 - Different Background / Board
 - Items

Platforms & Technologies

- Platforms
 - iOS
 - Android
 - Windows 10 Mobile (optional)
- Technologies
 - Apache Cordova



QUESTIONS?