



Battleship





“
The true object of all human life is play.
– G. K. Chesterton



Aboard, Commander

Crush the enemy fleet turn
by turn.

Become the greatest Naval
Commander of all time!





A classic board game, Revisited. Extended.

- ◇ Play against AI
- ◇ Play against Friends
- ◇ Platform independent
- ◇ Anywhere, Anytime



APACHE
CORDOVA™





Classic game.

Flat design

Back to the roots! We use simple but elegant shapes and colors conveying the spirit of the game.

Instant action

We put a heavy focus on usability and intuitive usage, also on a flat menu structure.





Modern approach.

New game modes

4 Ship-sets
x 3 Board sizes

= infinite possibilities

New enemies

Fight against
commanders around
the world, or just the
person sitting next to
you.

New challenges

Can you unlock all the
achievements and
become the greatest
commander of all
time?



Technology is key.

Apache Cordova

Mobile application development framework, works with HTML, CSS & JS

jQuery

Fast, small, and feature-rich JavaScript library, simplifying event handling, animation, Ajax and more

socket.io

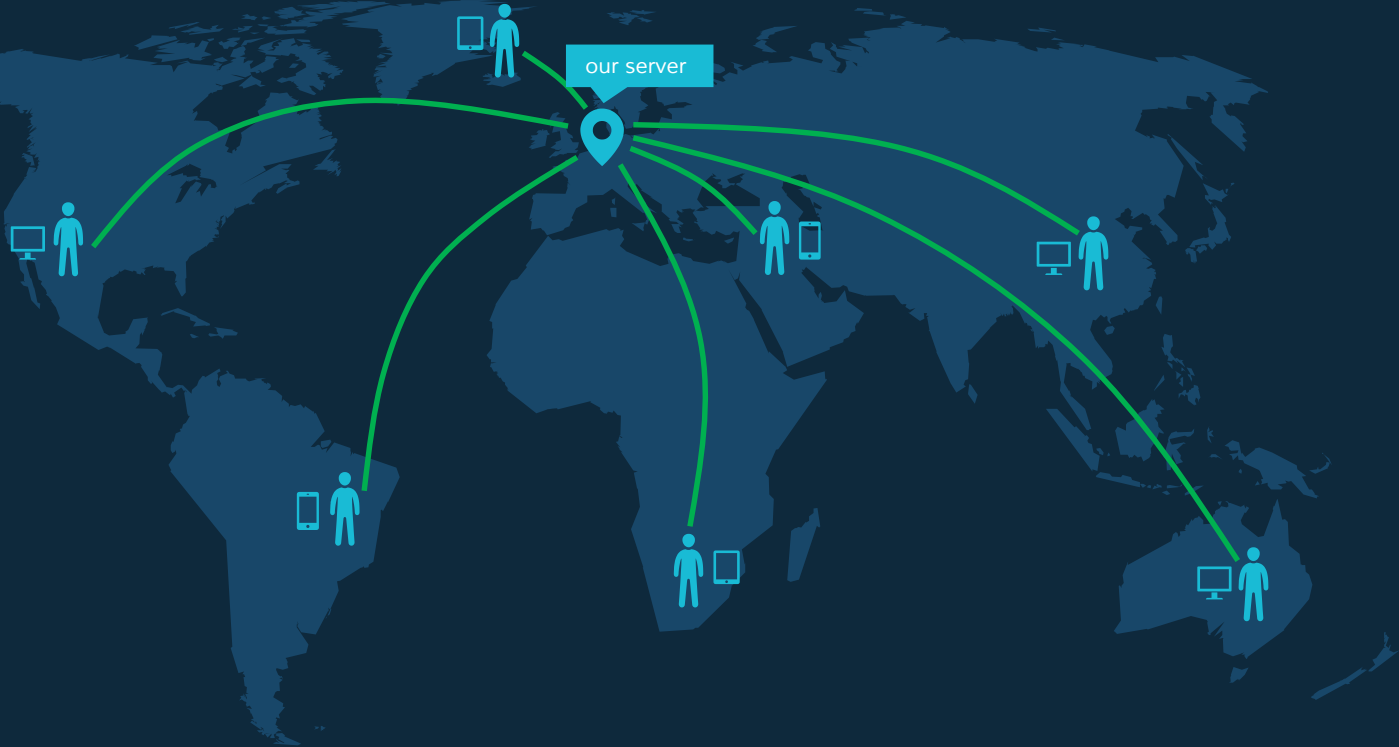
Event-based bi-directional communication layer for realtime web applications

Docker

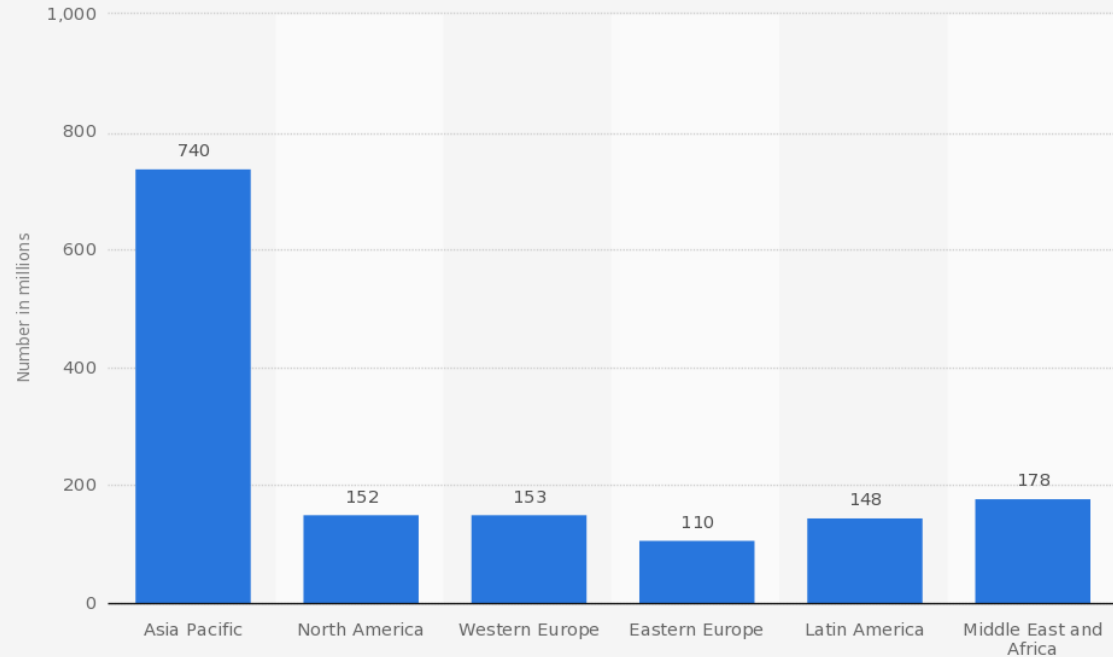
Automating the deployment of applications inside software containers



Fun. Worldwide.



Number of mobile gamers worldwide as of June 2014, by region (in millions)



Sources:

Newzoo; Games in Asia; Website (applift.com)
© Statista 2016

Additional Information:

Worldwide; Newzoo; Games in Asia; Website (applift.com); as of June 30, 2014

statista



reach

1,481,124,000

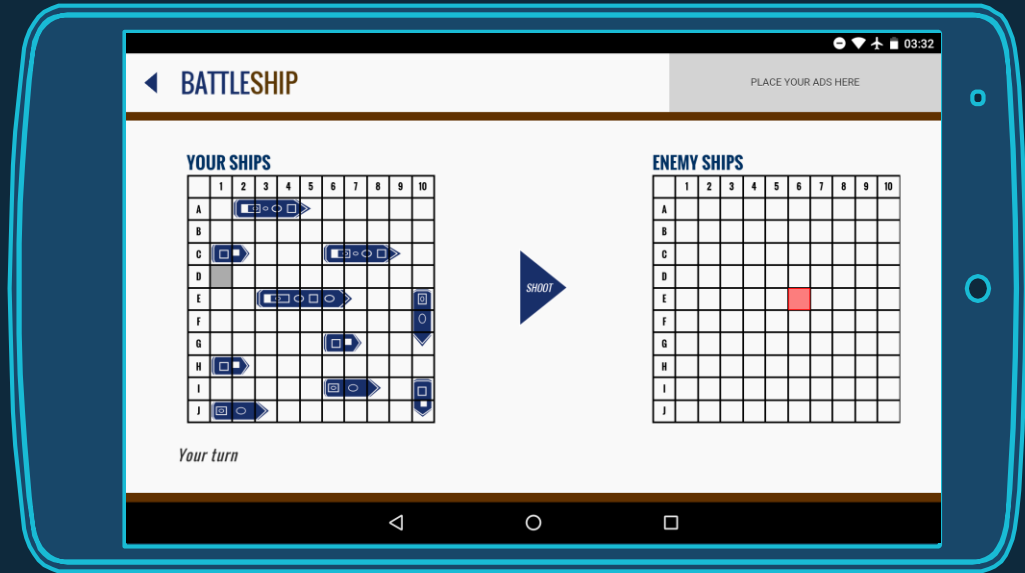
people





Smartphone / Tablet

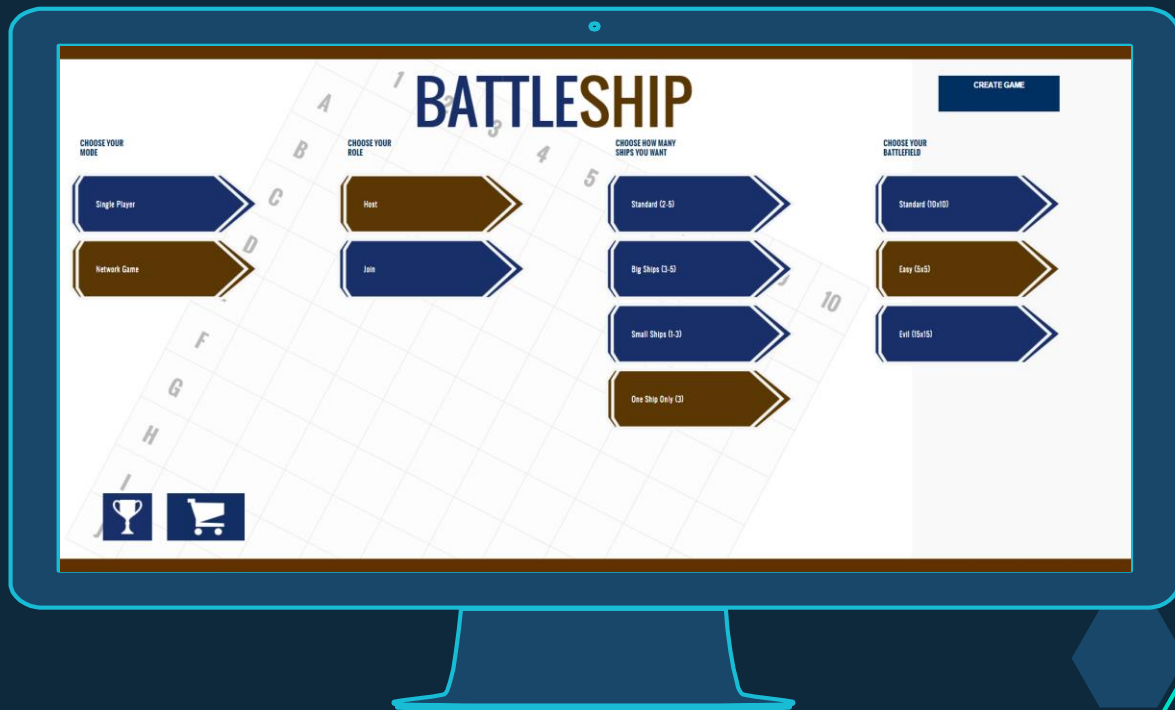
The game scales perfectly with smaller screens and imparts a comfortable gaming experience.





Desktop

Fully responsive and enjoyable, even on big screens.





Thank you!

(this was the everything-
is-awesome part)



Cordova in a nutshell



Recap

Cordova

- ◆ Web-Dev experience required
- ◆ Cross-platform works without adaption – as long as nothing native is required
- ◆ Debugging nearly impossible on devices

socket.io

- ◆ Perfect for our usecase
- ◆ Server required
- ◆ Works as intended
- ◆ Callback-hell

Bluetooth

- ◆ Only support for BLE-Devices
- ◆ Libraries outdated or for specific usecases only
- ◆ Under iOS not possible at all

jQuery, -mobile, -UI

- ◆ Simplifies Event-handling
- ◆ Helps with UI-Management
- ◆ Problem with Landscape mode, as everything gets calculated from height
- ◆ Drag & Drop not supported

Google Play Services

- ◆ No Plugin works
- ◆ REST-Workaround
- ◆ Only Achievements, no purchases
- ◆ Well documented





Questions?

