BATTLESHIP - MOCKUPS

MÜLLNER, HUBER, KRALICEK, DEUBLER
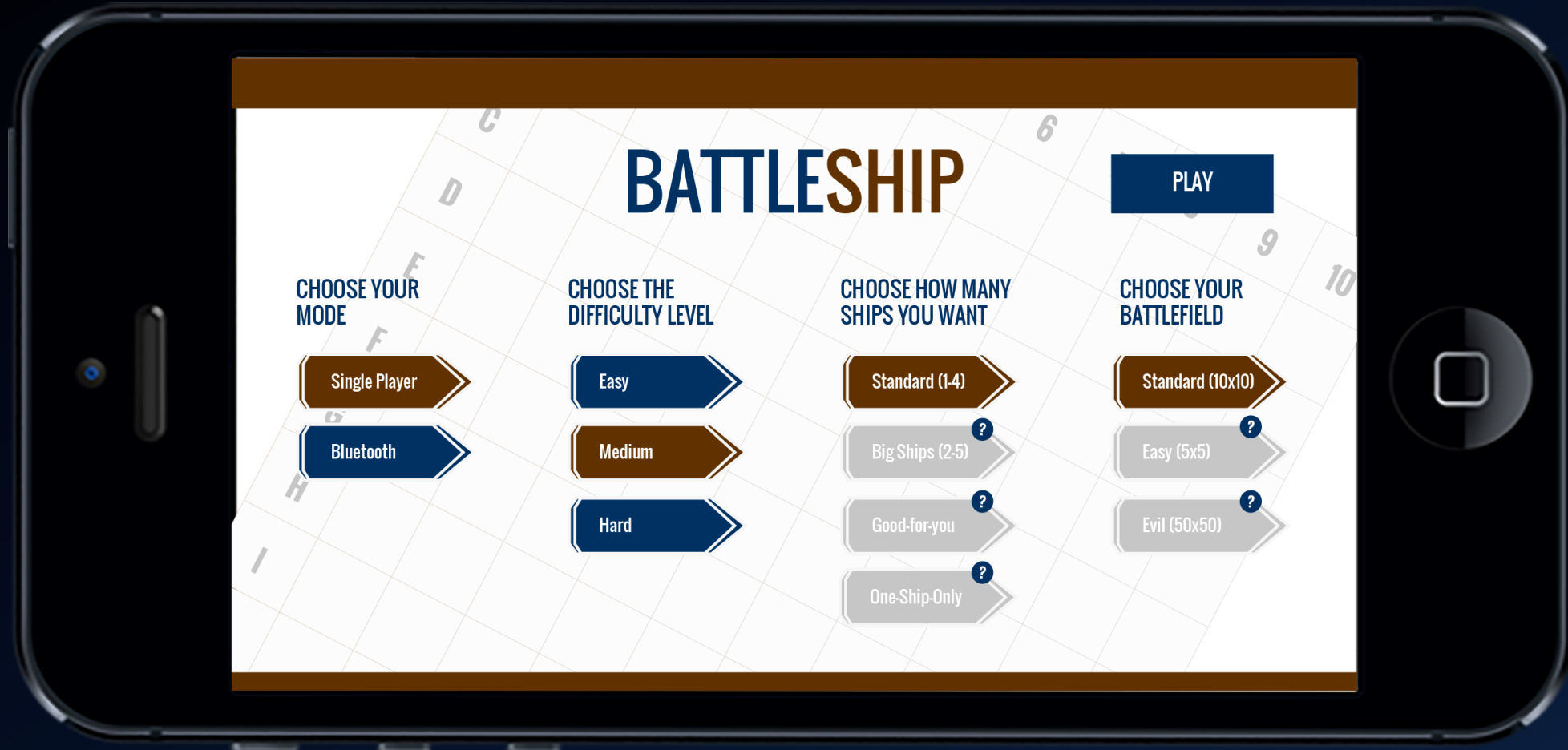
Game Design

- Different game and ship modes as In-App purchases

- Local Achievments
  - Unlock abilities
  - Count wins

- No local multiplayer

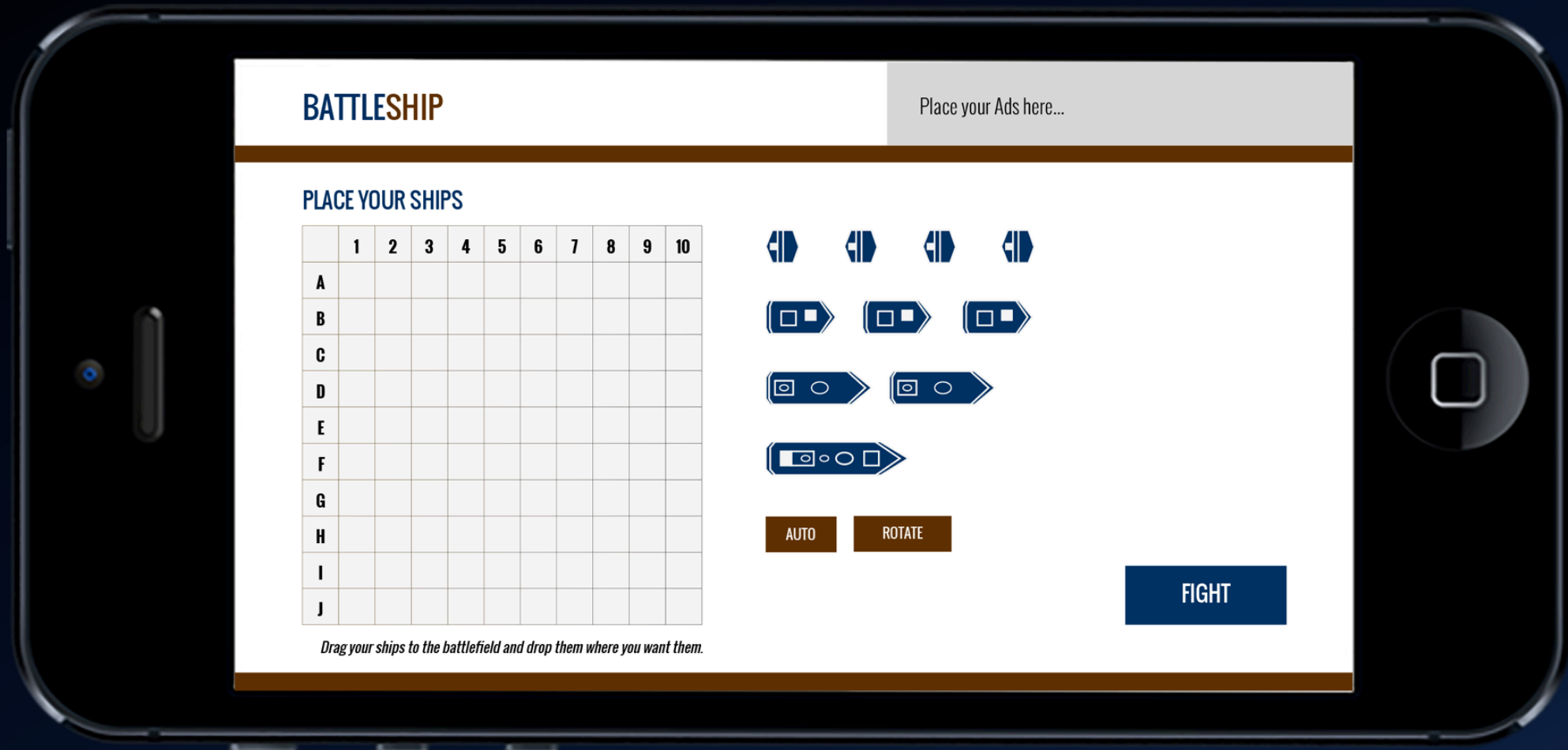- Instead concentration on bluetooth

Game Design II

- Simple flat layout

- Chat? With predefined messages

- Small ad-banner at the top
  - No fullscreen
  - Can be removed with in-app purchase

Main menu

Place ships

Battle

Win

Loose

Questions?