**Fleet Commanders**

**Synopsis**

The intent of this project is to provide an easy to understand and navigate platform to; interact with others, play and compete in head to head in the classic battleship game. The application allows users to create a profile on which they will be able to view and examine their past games and stats. The main platform for user interaction is the Commander Log. The Commander Log is a customizable view from which users can; view and comment on their finished games, add other players as friends, challenge other players random or otherwise, visit other player’s Logs and view other relevant information about Commander Log and the game.

**Functionality**

The Commander Log is the center piece of the application. Data saved and collected from the user’s various games analyzed and displayed here. Examples include, games played, games won, ships knocked out, ships lost, how many turns each game is, and amount of moves made per game. This data can then be analyzed according to a set of rules to make additional stats/data such as average win rate, average ships knockout for every one lost, average moves made to complete each games, accuracy, and further analyzed to give the player a “Battle Rating” in comparison to how other users are doing.

The Commander Log should be give the user a set of customization options. The possible customizations include allowing the user to choose their Log’s background image as well as create and edit an avatar that will be displayed in the center of the Log for all users to see upon visiting your Log.

The server will also act as a middleman between users that are in the middle of a game. Each time a player makes a move, other client must receive the update. Keeping track of this data, the server can detect disconnects, end of game, etc. and take proper action.

**User Interface**

The Commander Log will act most like a Single Page Application. There won’t be too many pages to navigate through. The main point is too keep it clean and easy to understand while providing the user with a way to gain access to all the information/features they wish to interact with. The main Log page is the user’s page which be tab based. Each tab will contain a different category of information. To give a few examples; one tab is the overview tab containing your avatar, as well as all your stats, and another is the history tab where the user can view their past games and related stats to those specific games. A simple navigation bar at the top of the page will give the user quick access to account related settings and navigation of the application.

**The Game**

The game that users will be playing against each other and have data collected from is a game similar to the well-known turn based classic game of Battleship called Fleet Heroes running on the Unity3d engine. Battleship is a turn based game where two players face head to head in a race to see who can successfully completely sink the opponent’s fleet. The twist to this is that players are unable to see each other’s ships which turns into a bit of a guessing game when attempting to scout for position of the ships.

In Fleet Heroes, some the basic rules of battleship are kept while modifying some others and adding new ones. To specify, at the start of each turn, each player have a pool of “Energy.” Making action such as firing or relocating their ships around each will have an energy cost. Each player is capable of firing more than once per turn since Energy is what determines what they can do during their respective turns.

The collection of ships in each players fleet are; the cruiser, the submarine, the destroyer, the battleship and the carrier. Each ship has their own characteristics and abilities which means players will need to leverage each move made and the steps they take to protect their ships and win the battle.

**External Services**

The pool of images that users can select from as their background images will come from Flickr as well as from a collection of images native to the application. Player data such as the players and their battle stats will be available allowing the application and/or external application to query for specific or all players data for their own intent.