

## Battleship Game Project Proposal

### Questions

#### What is the project?

This is a Battleship game with a slight spin. All ages can play, and it is a family friendly game. The object of Battleship is to sink all your opponent's ships before he/she sinks yours by actually guessing on a 10 by 10 grid where ships are located. This concept seems simple, but the game is full of suspense. In order to make the project more captivating, achievements will be added for accomplishing certain tasks enough time. The project also includes a social aspect, where each user has their own account page. Each account page will show whether or not the player is online. Players can search for their IRL friends and add each other as friends in game. Players can also view their rankings in the highscores. If players do not want to interact with the community, they can also play single player games against a simple AI.

#### What problems will the web app solve?

So many online games today are rigged microtransaction schemes. Battleships is a standalone game that doesn't include any microtransactions, and doesn't use assertive tactics to keep the player addicted to the game. Battleships is designed to be simple, stress-free, social, and most of all fair. Battleships' purpose is simple and humble: "To create an environment where people can release stress with a bit of friendly competition".

#### What value or benefits are derive from solving this problem?

Battleship game can provide users stress relief while also having fun! Because your mind gets used to the pressures and common stressors which can occur daily, you will be always living in the state of stress. Battleships can break this pattern and provide you with a mental breather for your mind. In this game, it's all about refocusing the brain on something else and

then getting it to a different zone; therefore, the game will help you become more stress free and relaxed than non-gamers.

### How would your anticipated users solve their problem with your web application?

Users of Battleships will be surprised to see that despite the game being competitive, it's also stress free. Many games today place certain restrictions on how often the user can play the game, in order to influence the user to develop a routine around his play time. Also many games today are "pay to win", where users can increase their chance of winning by paying real money (which can be really frustrating to people who don't want to pay). Players of Battleships can play whenever they want, and can put the game down with no consequence. The appeal of the game is in the game itself, and not in how the game is presented. What keeps the user motivated to play the game is the idea that the user is working towards a goal, and also competition. All of these features are designed especially to be stress-free allowing the user to relax while he plays (win or lose), all the while the game is also designed to be fair (Winning is rewarded more than losing).

# Minimum Viable Product

## Login

All users will be greeted with a login screen. If a user is not logged in when he tries to access certain parts of the site then he will be redirected to the login screen. Each user must be registered to play. To login, the user needs to provide a valid combination of username and password. If the login attempt fails, then the user needs to be notified that the username or password is incorrect. If the user does not have an account, he may press the “Sign Up” button to be redirected to the registration page.

## Register

In order to register, the user needs to provide a date of birth, username, password, and password confirmation. The username must not already be taken, and the password must match the confirmation. The date of birth is used to keep track of the users age, in order to provide safety to users under the age of 13. As the website does not include live moderation, all customized user inputs (such as mantra) will not be visible to users under the age of 13.

## Account (self)

Each player will have their own account page where they can view their game statistics and earned achievements. From this page, users can start a new game (which will redirect them to the game selection page), view their friends list, edit their profile image (from a static list of images to provide a safe environment for all users), and they can edit their mantra (which will be displayed when they are matched against an opponent, and it is displayed next to their name in the highscores page). When the user clicks on the mantra link, they will be redirected to the “edit mantra” page. When the user clicks on their profile image, they will be redirected to the “select profile image” page.

## Edit Mantra

From this page, the user can enter a new mantra into the text area and press “save” to accept their new mantra.

## Select Profile Image

This page will be populated with a variety of fun images, which the user can select to use as his profile image. (Note: Due to a lack of artistic resources, there will only be a few images available at first to serve as a proof of concept).

### Friends

This page will be populated with a list of friends. Each friend will be included with his username, online status, mantra, and rank. The user can click on the friend's username to be redirected to the friend's account page for further interaction.

### Account (other)

This page will be very similar to the user's own account page, however the user may not view a list of the target's friends, and the profile image and mantra will not redirect the user anywhere when clicked on. Also, the user can choose to add the target user as a friend, or block the user from being able to send him challenges. The user may also challenge the target user to a game, assuming the target is online and he has not blocked the user.

### Highscores

This page will be populated with the top 100 ranked players, along with their usernames, mantras, and game statistics. The user may click on a user's username to be redirected to their page. Also, there will be a search bar above the list of highscores in which the user can type in a specific username, at which point the user will be redirected to the target user's account page (assuming the username exists).

### Achievements

This page will show all the possible achievements.

### Game Selection

From this page the user can select to pick a single player or multiplayer game. If a single player game is selected then the user will be redirected to the single player game page. If a multiplayer game is selected then the user will either be redirected to:

1. The current game the user is involved in
2. The game with the user's challenger
3. A waiting player's game
4. A new multiplayer game

### Single player Game page

This page will include the actual battleships game against an AI.

### Multiplayer Game page

This page will include the actual battleships game against another user. When the game first starts, a splash screen will show both users' game statistics and mantras.

### Highscores page

This page will show the top 100 ranked players included with their game statistics and mantras.