Hey everyone,  
My idea for the project is to make a turn-based naval strategy game for the PC. I was thinking about keeping it in the World War I time frame or just prior, to help keep the different units and the game's combat simple. The game would start with each person having a certain number of vessels, starting with either one large combined fleet on one grid square or several detatchments spread across multiple grid squares. Gameplay would mainly consist of moving fleets and detachments across a grid, detaching and recombining units as needed, with combat occurring when fleets get close enough to detect, and then fire upon one another. Lighter vessels would be used as scouts and screening vessels, attempting to both make contact with the opposing fleet and preventing enemy scouts from doing the same, while the heavier units in each fleet move into position to attack their opposite numbers. I'm seeing it as a kind of chess-like game, but with more flexibility in  
 how units are used based on historical data and characteristics.  
  
The main goals would be:  
1. Develop an engine/borrow an engine that would allow us to create a game board divided into grid squares and move game pieces across the board  
2. Design/modify the engine to allow us to split child pieces off of the parent and recombine pieces with the parent unit  
3. Develop menus, graphical interfaces, game controls, and sprites  
4. Develop netcode that would allow 2 players to play over an internet connection  
5. Create maps to be used as the board, with terrain types consisting of a single relatively narrow strait, an island area with many small channels in between the islands, and open ocean  
6. Research and add different factions and their ships to the game  
  
Feel free to grill me on this as hard as you can, I'm sure I haven't thought of everything and that there are components/goals I'm missing. I look forward to seeing your ideas as well.