

Battlerimes: The War of Submarines

Project Summary

Battleship (also Battleships or Sea Battle) is a strategy type guessing game for two players. It is played on ruled grids (paper or board) on which each player's fleet of ships (including battleships) are marked. The locations of the fleets are hidden from the other player. Players alternate turns calling "shots" at the other player's ships, and the objective of the game is to destroy the opposing player's fleet.

Similar to the battleship game in our game, each player is given a limited number of bases that players can position on the field. After the game starts each player's bases will produce submarines and send them to the battlefield where they can search and attack opponents submarines and bases. The goal is to destroy all the opponents submarines and bases and be the last one on the field.

Battleship is the game for two players but our game can be played by up to 4 people. Each player defends its own fleet based on the hint it will get searching the board. Since the game is expanded for up to 4 people we had to change the game board representation to fit an extra fleet. The board size can be chosen by the players.

International waters are used to add additional space into the board to make it fit the game purpose. Similarly International waters is the territory that does not belong to any player therefore can be used by each player to place its submarines or ships.

Additionally international waters is the territory where players can gather more information about opponents submarines and ship passotion.

Another thing is that bases produce new submarines. Players need to build Bases during the game which have different prices and produce submarines of different sizes. For example a base with a power of 4 will produce submarines of size 4. The power points are earned during the game by destroying opponents' fleet. As a result of having fleet existence being independent from bases, after bases are destroyed all remaining fleet is not destroyed automatically but the player has a chance to win a game even without the base, thus total time of the game is extended for all players. Since the game is dynamic and new submarines might be placed it is made to be hard for players to gain new points to build new submarines which is making the game more competitive and forcing players to develop a game strategy.

Each submarine and base is equipped with radar that helps users to search the field. Base radar is more powerful and allows one to explore the field more and get more information about from which direction missiles are shot. However the base's radar can not distinguish between submarine missiles and base missiles. Every missile shot that lands adjacent to the base will give the radius of position from where the missile was shot.