Battle Lines: The War of Submarines

Project Summary

Group 17

The "Battle Line: war of submarines" is a war-themed board game for multiplayer therefore there is a large number of players who are going to play the game at one time. The game is an extension to a classic game of Battleship (also Battleships or Sea Battle). In original game there are only two active players in a game. Each player has a fleet of 5 ships different sizes placed secretly from one another on a board size 10 by 10.

Here is a brief summary of the rules:

- Each player takes turns guessing by calling out the coordinates.

- The opponent responds with "Hit" or "Miss" as appropriate.

- Players are recommended to keep track of all "Hit"s or "Miss"s.

- When all squares occupied by one's ship have been "Hit" the ship is considered "Sunk".

- Player must announce "Sunk" immediately.

Our extension follows the same rules but allows to bring more people together to play at the same time. The Battle Lines: War of submarines can be played by up to 4 people. In addition we are looking to bring the game from paper to a device of player's choice. This include many OS available at the market such as Mac, Windows, Orbis, Android, IOS etc.

Educational features of the game can not be underestimated. The game requires problem-solving skills and critical thinking as well as team-oriented skills and communication skills.

Original game was designed two fit only 2 players around the board. Our extension has up to 4 and this requires changes in a board sizes. Battle Lines has 3 different board types to fit everybody.

Player starts the game with 7 fleet objects. The game starts with player placing their fleet object on the board following simple rules. There are 2 different types of fleet objects: bases (3 types of bases) and submarines (4 types of submarines). After fleet been placed the game begins. Each fleet objects has its own, unique attack method. Submarines cause damage by "classic" attack by missile. Special attack types were added to have more fun. For example "Bluff" (one of submarines types) can cause damage by spying on opponents fleet locations. Bases cause damage by interacting and helping other fleet objects in addition to classic attacks.

The game menu has an option for user to pick his opponent. The user can be registered or just a visitor. Both visitor and registered user can play against ML program. Registered user also have an options to play with friends or with randomly picked user available and ready to play.

The Battle Lines: war of submarines guarantees to have intuitive user interface following the UX standards. It is a game that excels by taking a simple, well-trod formula and executing it with incredible style. Every new scene of the game must follow the design standards. (Can be found in design standards section).

The development of the Battle Line: war of submarines is based on strong assumption of the growing strategy games market. The popularity of classic battleship games give us a strong belief that adding new features and expanding into multiplayer concepts will bring attention not only from hands-on users(gamers) but also will attract online game markets to research and invest into the development of the Battle Line: war of submarines. The Battle Line: war of submarines game will be created to serve entertaining purpose therefore it is to be associated with leisure and good time.