

BATTLE LINES: THE WAR OF SUBMARINES

PREPARED BY GROUP 17:

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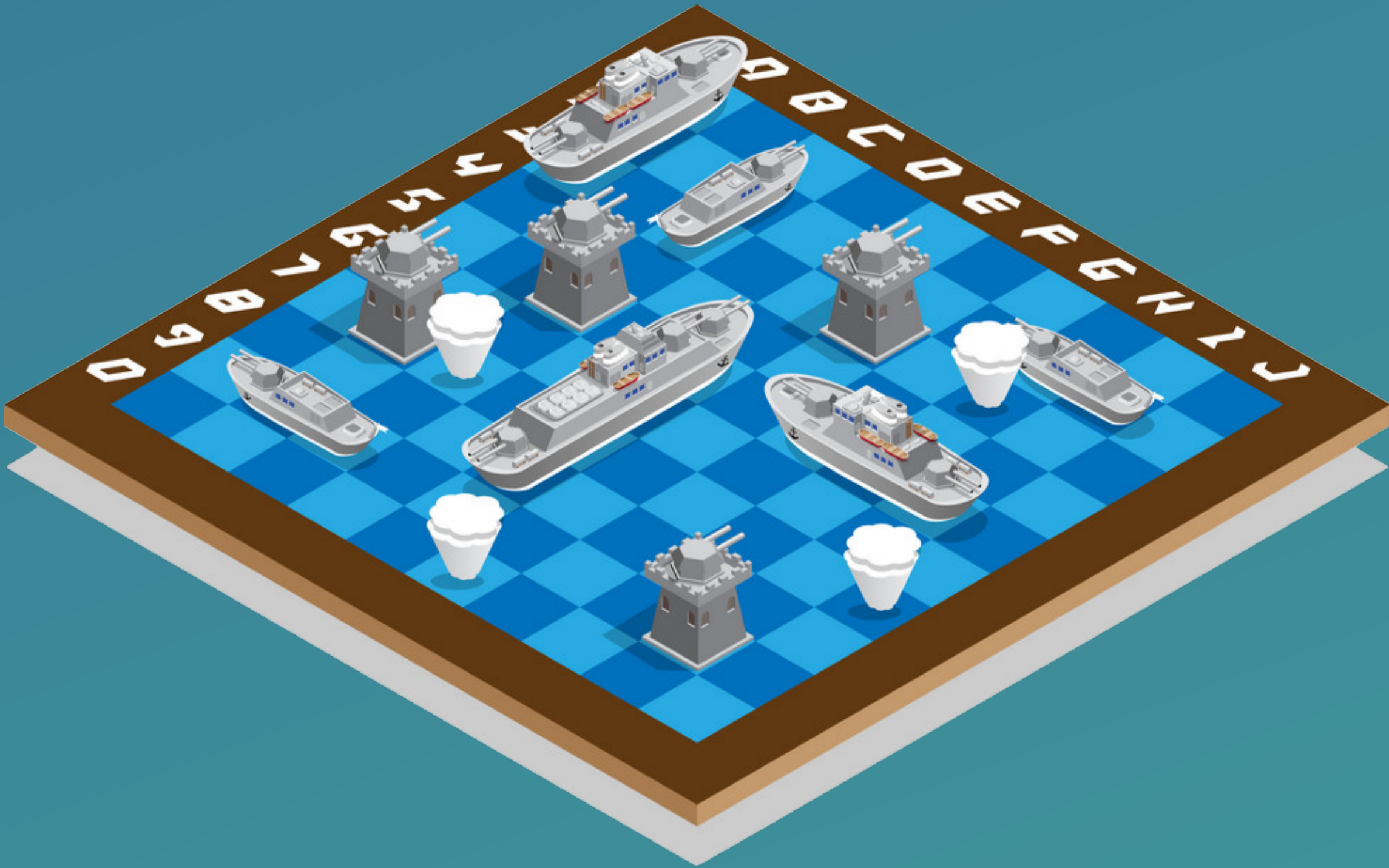
INTRODUCTION

Battle lines: The War of Submarines is an extension to a popular, classic game of Battleship.

Classic game brief rules summary

Goal:	Destroy opponents fleet
Players:	2
Board:	10x10

Fleet 5 ships



PLAYERS AND WAYS TO PLAY

Our extension allows to bring more people to play together at the same time.



Up to 4 players

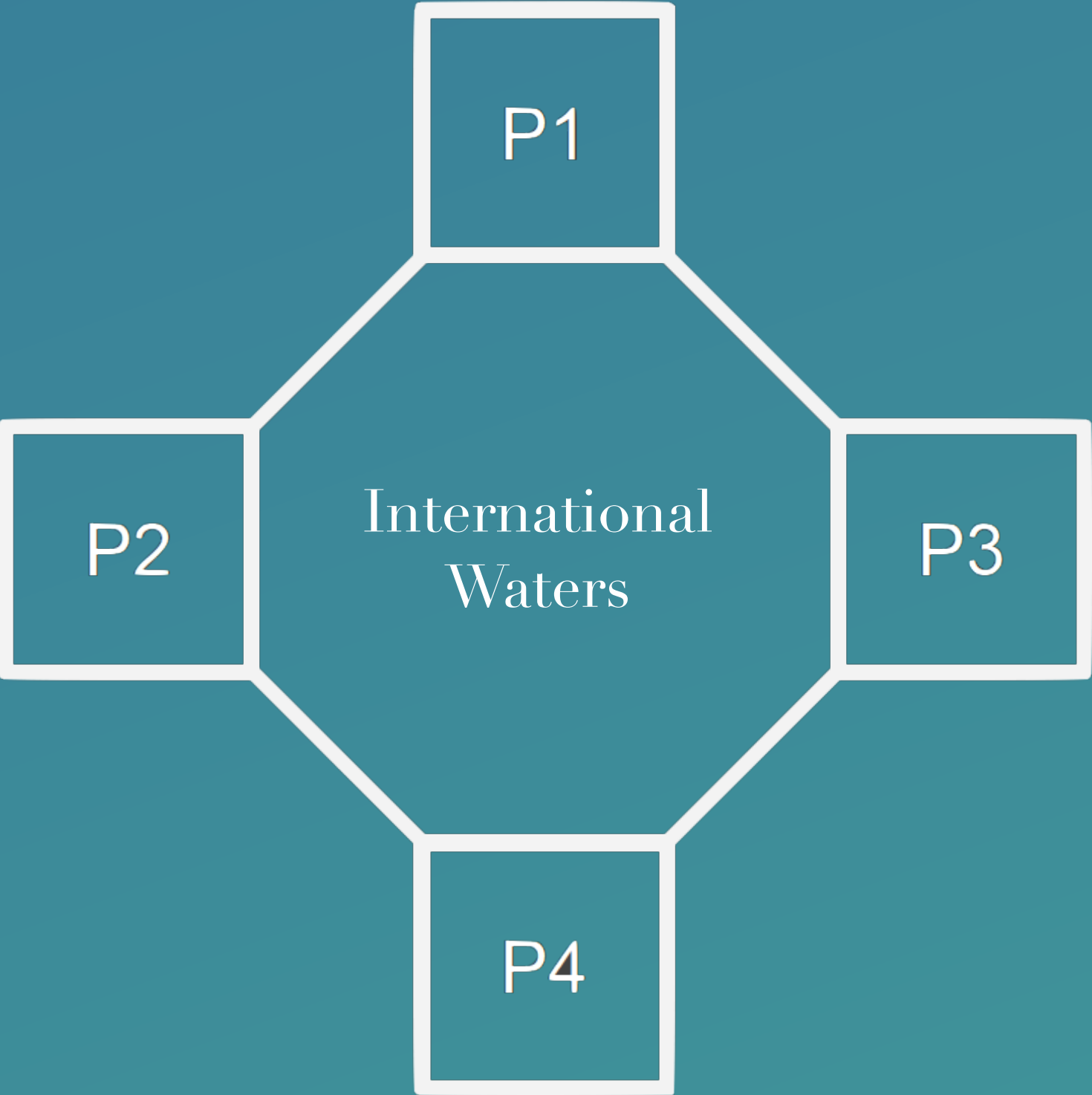
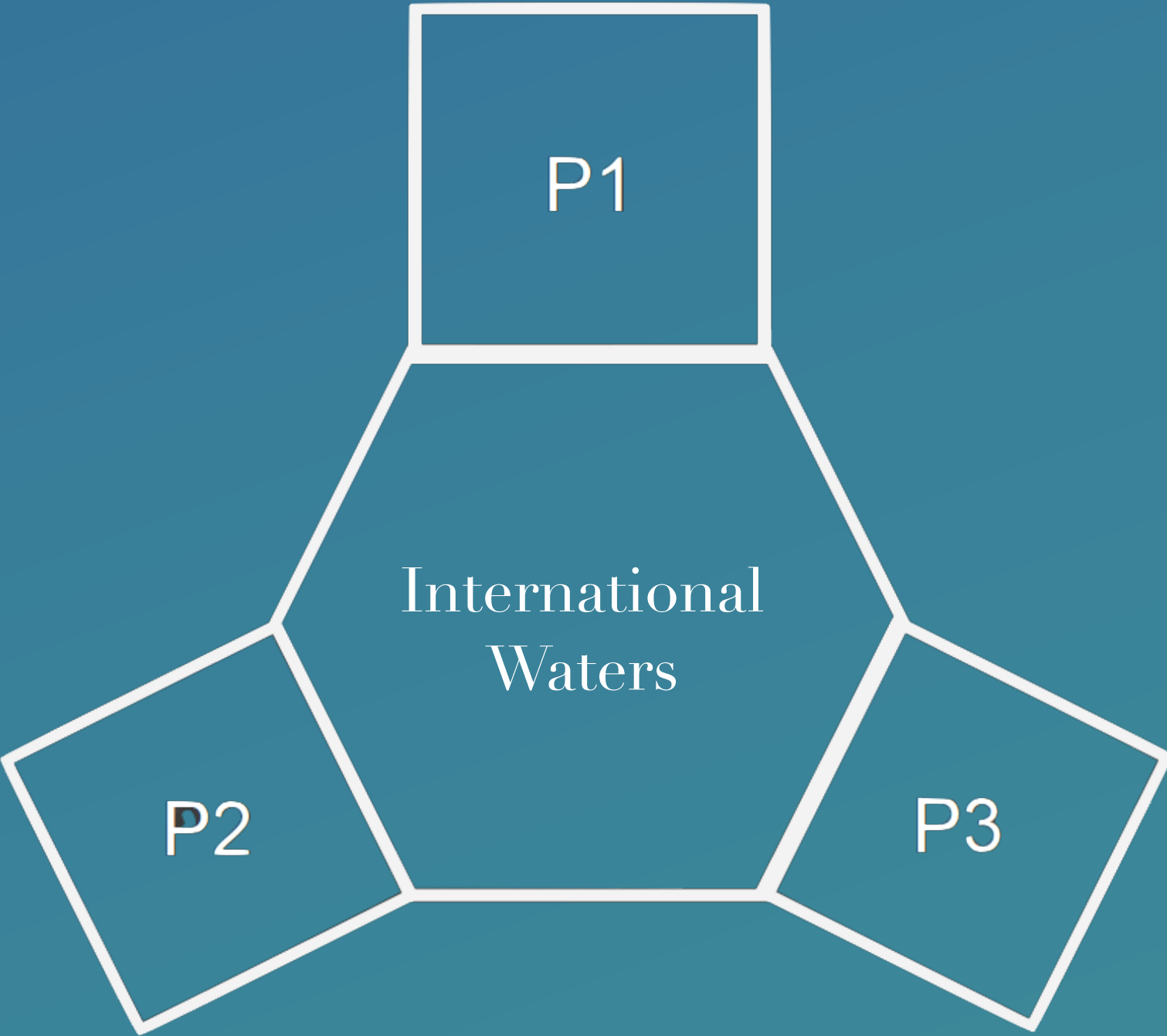
PLAYERS AND WAYS TO PLAY

Battle Lines are accessible through various OS: Mac, Windows, Linux, Orbis, Android, IOS.



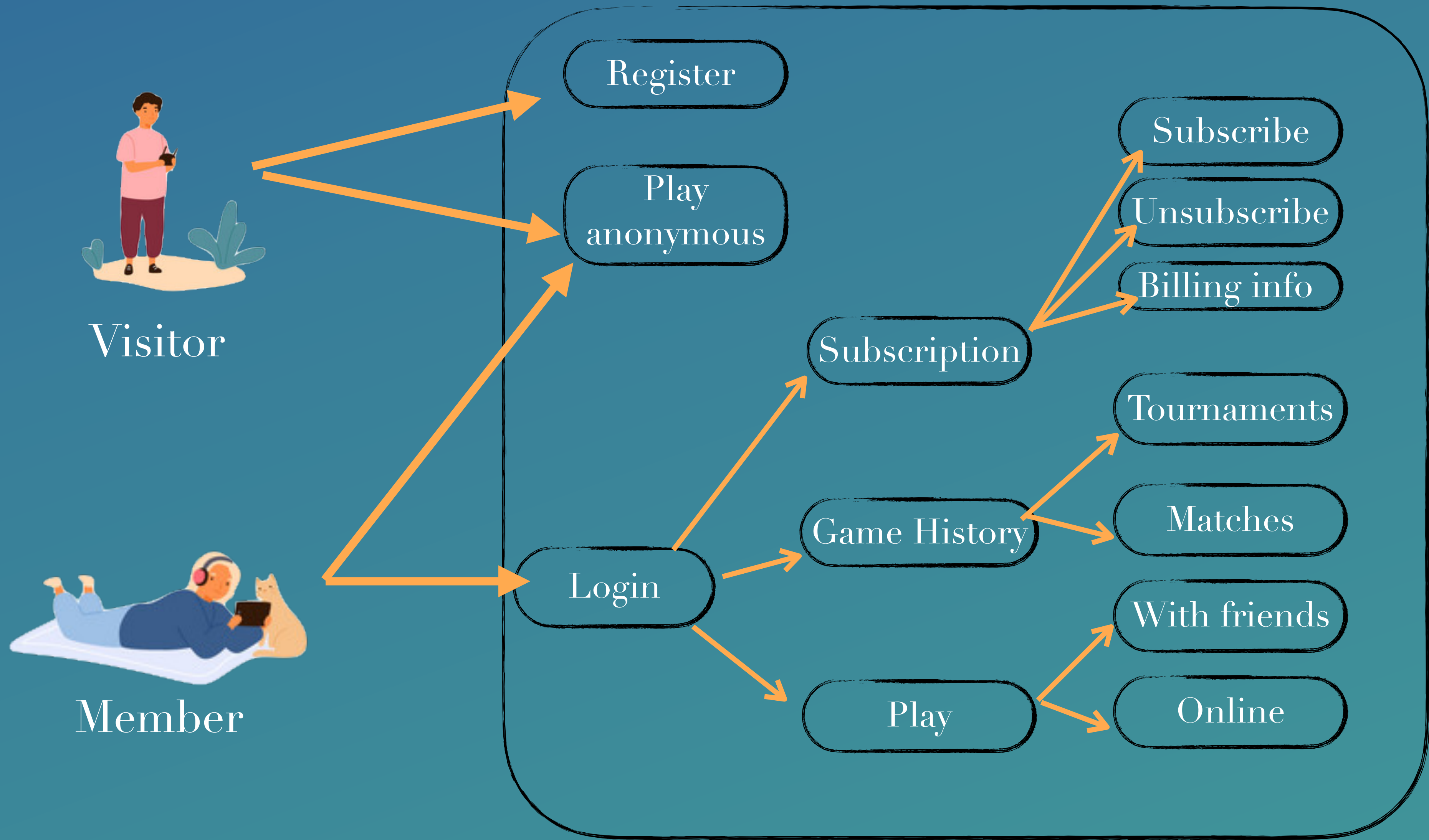
BOARD TYPES

Battle Lines has 3 different board variations to fit all players:



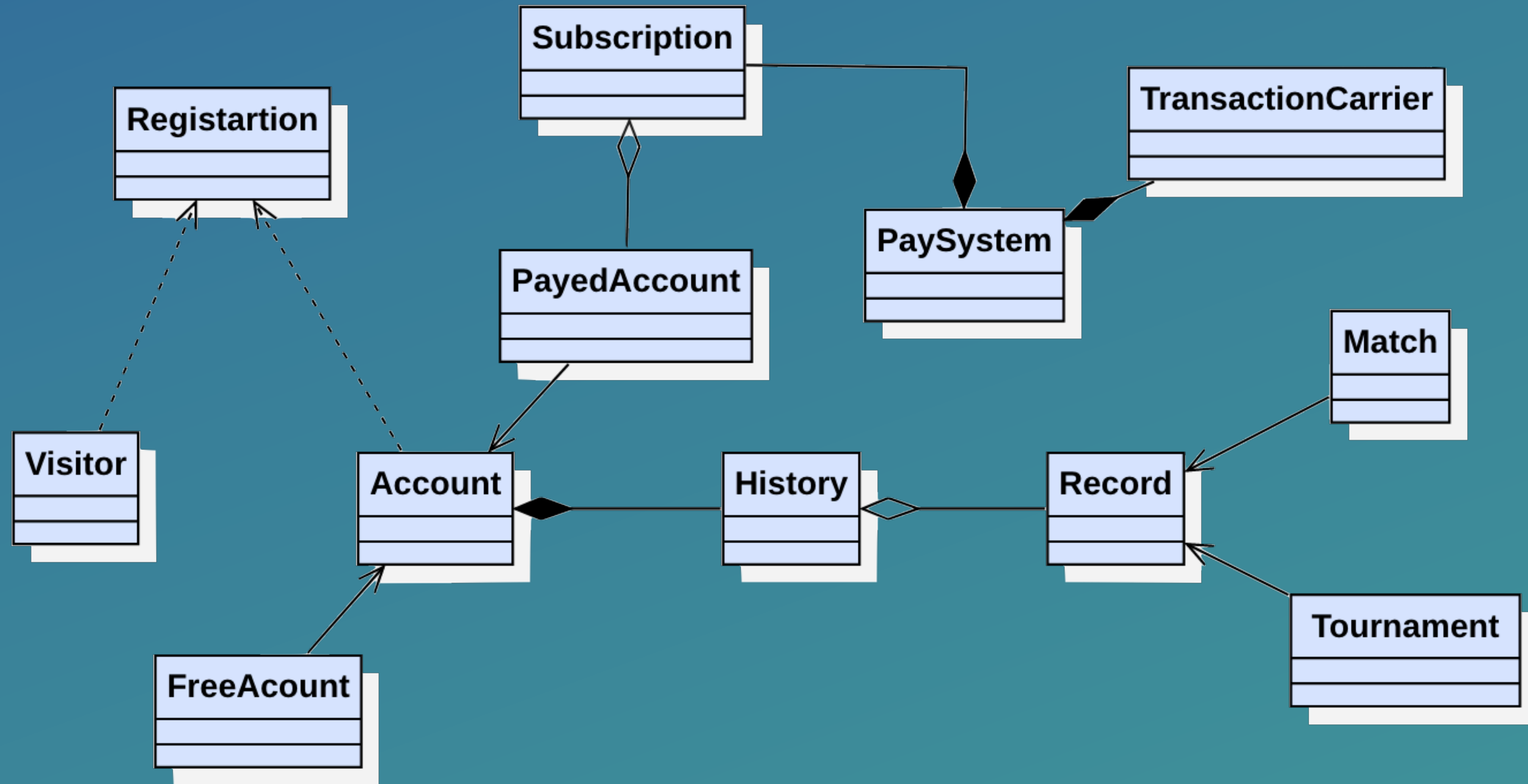
USE CASE DIAGRAMS

PERSONAL ACCOUNT



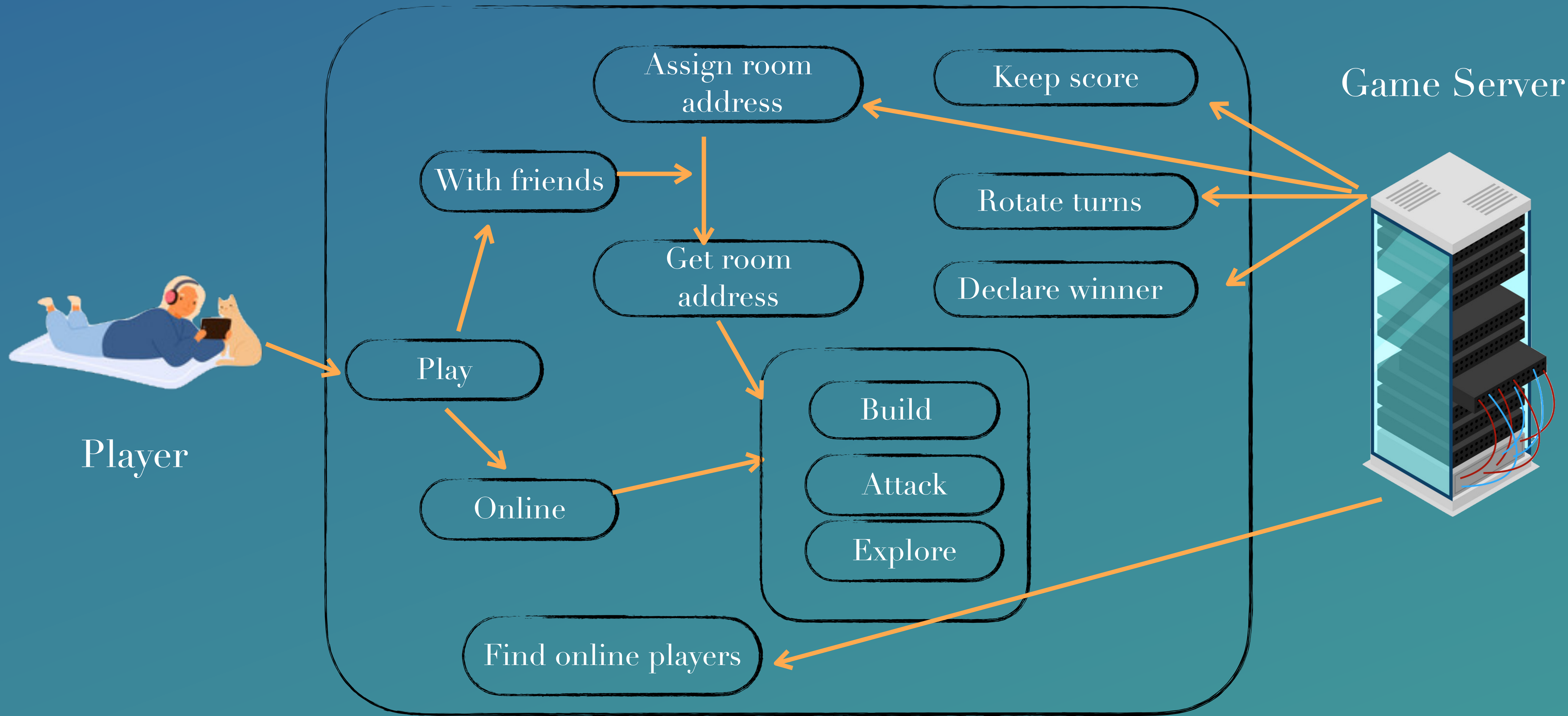
CLASS DIAGRAMS:

ACCOUNT ARCHITECTURE



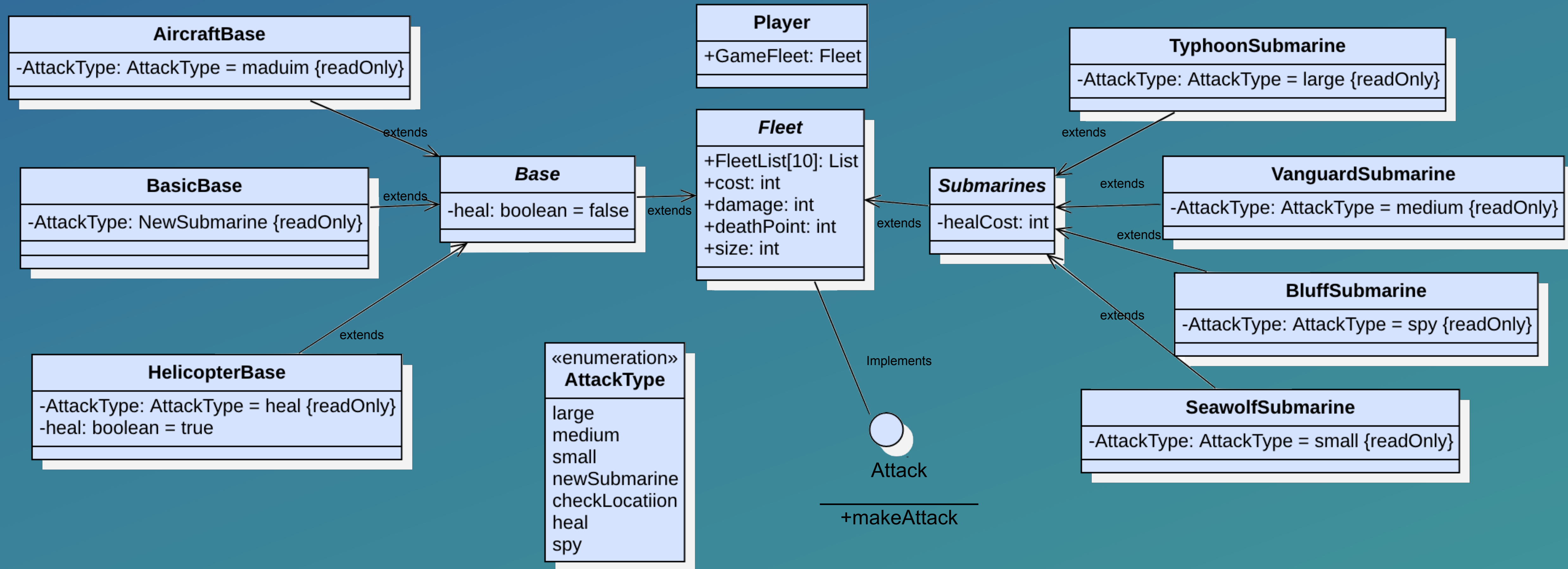
USE CASE DIAGRAMS

GAME PROCESS






CLASS DIAGRAMS:

IN GAME CLASSES



BASE TYPES:

Image	Name	Description	Class	Subclasses
	Basic Base	<ul style="list-style-type: none">Basic BaseOccupies 6 spacesDamage: Produce new submarines20 attack points to be destroyed.Can not be healedCost 40 power points	Fleet	BaseBasicBase
	Helicopter Base	<ul style="list-style-type: none">Helicopter baseOccupies 8 spacesDamage: Heals damaged submarines18 attack points to be destroyed.Can not be healedCost 36 power points	Fleet	BaseHelicopterBase
	Aircraft Base	<ul style="list-style-type: none">Aircraft baseOccupies 8 spacesDamage: 2 attack points (with location hint)16 attack points to be destroyed.Can not be healedCost 36 power points	Fleet	BaseAircraftBase

SUBMARINE TYPES:

Image	Name	Description	Interface	Subclasess
	Typhoon	<ul style="list-style-type: none">▶ Most powerful submarine▶ Occupies 4 spaces▶ Damage: 3 attack points▶ 8 attack points to be destroyed.▶ 6 healing helicopters to heal 3 attack points▶ Cost: 16 power points	Fleet	Submarine TyphoonSubmarine
	Vanguard	<ul style="list-style-type: none">▶ Large submarine▶ Occupies 3 spaces▶ Damage: 2 attack points▶ 6 attack points to be destroyed.▶ 3 healing helicopters to heal 2 attack points▶ Cost: 9 power points	Fleet	Submarine VanguardSubmarine
	Seawolf	<ul style="list-style-type: none">▶ Medium submarine▶ Occupies 2 spaces▶ Damage: 1 attack points▶ 2 attack points to be destroyed.▶ 2 healing helicopters to heal 1 attack points▶ Cost: 6 power points	Fleet	Submarine SeawolfSubmarine
	Bluff	<ul style="list-style-type: none">▶ Smalest submarine▶ Occupies 1 spaces▶ Damage: Spy on opponents submarine positions.▶ 2 attack points to be destroyed.▶ Can not be healed.▶ Can be moved in any direction on adjacent squares▶ Cost: 4 power points	Fleet	Submarine BluffSubmarine

CLASS DIAGRAMS:

SINGLE CLASS DIAGRAM EXAMPLE

BasicBase
-AttackType: AttackType = newSubmarines {readOnly} -heal: boolean = false {readOnly} -Size: int = 6 {readOnly} -Cost: int = 40 {readOnly} -health: int = 20
+makeAttack(AttackType) +createSubmarine(Submarine: Submarine) +takeDamage(int)

TyphoonSubmarine
-AttackType: AttackType = large {readOnly} -heal: boolean = true {readOnly} -Size: int = 4 {readOnly} -Cost: int = 16 {readOnly} -health: int = 8
+makeAttack(AttackType) +takeDamage(int)

Account
-Type: accountType -History: List of records -Subscription: boolean = false
+subscribe() +unsubscribe() +lookUpHistory() +startNewGame(GameType: GameType) +playAnonymous()

THANK YOU