

Battleship Legends: Release III

For this third and last release, we will be working on finalizing the purchase, storage, and use of power-ups as well as the ability to actually eliminate a player on the front end. We will have to create a way to allow a user to select a power-up to use and be able to map its effects to the board.

We came up with using a shop to gain points and be able to purchase power-ups as well as randomly placed power-ups across the boards. This will allow players equal opportunity and a bit of randomness to get an advantage over their opponents.

We will prioritize our goals in this order: successfully process a player's elimination from the game, create an economy to spend points, and the usage of power-ups. This power-up system will set our project apart from the typical battleship's game rules.

Scenario "Attacking the Opponent"

Once the player has joined the lobby and chosen their display name, they will be taken to a screen that allows the player to place down their ships. Players can place their ships vertically or horizontally on a 10x10 board. Once the player is ready, they will be put into the game. The game will show the player a message indicating which player will have the first turn and giving a brief tutorial on how to play the game. Then a five-second countdown will start telling players when the game will begin. Players will then see a timer and two boards, one belonging to them and their opponent.

Each player will have 30 seconds per turn to act before their turn is up; otherwise, their action will be considered as nothing and there will be no changes after their turn is up. Since the game supports four players and only has two boards on the screen, players can swap between boards and choose which opponent they want to act on.

Suppose the player decides to attack an opponent; there are two outcomes, they either hit or miss a ship. When players miss, they will see on the opponent's board that their attack has been missed. When a player hits their opponent, they will see that their hit is colored red to indicate a successful hit. Another benefit for players who hit their target is earning points, allowing them to purchase power-ups from the shop.

The shop can be opened by pressing the shop button on the top right corner of the game screen. The shop will show the available power-ups on sale and the cost of the items. Players may purchase these power-ups to grant them advantages when used during their turn. However, players can only use these power-ups once before they have to repurchase them if it is in stock.

If a player is defeated, they will be presented with a lose screen that will prompt them to return to the entry page. Once all players have been defeated, the last player remaining will be prompted

with a win screen, which also prompts them to return to the entry screen. At this point, players may decide whether to continue playing in a different lobby or leave.