



Battleships: Boss Battle

Group 6: Parth Patel, Luis Castaneda, David Hernandez, Raymond Li

Overview

Battleships: Boss Battle is a 2 to 4 players versus AI game. The players will work together to defeat the Boss which will be controlled by an advanced AI. The Boss is given a few abilities to be used throughout the game to make the battle more challenging for the players. The purpose of this game is to give the players a new challenge in a familiar environment while allowing them to relive past memories of playing the original game as a kid. The game should be cross platform to allow players to play with friends no matter the device they use.

Purpose

Currently, there are no similar games available. All the current Battleships style games are usually very straightforward, 1v1 or 1vAI games that take little to no strategy to play. This project is supposed to take the original concept of Battleships to another level with 2 to 4 players working hand in hand to defeat a Boss. The Boss is very difficult to defeat, so players will have to communicate with each other to devise strategies in order to conquer the Boss.

This project is going to provide a cross platform experience so players can play with anyone they want; there will not be any restrictions about who plays with who. The project will also provide a cooperative aspect that the original game does not. The experience of playing on any platform will be similar and comfortable regardless of platform.

Scope of the Work



Players that want new games to play are inclined to try out games based off of games they are already familiar with. If a player sees a game based off of something they played in the past, then they are more likely to enjoy the game since they don't have to take time to learn all the ins and outs of the game; they'll know the objective of the game even without playing. The player will want something familiar, yet innovative. The player won't want to bother with a game they already played before.

Scope of the Project

Allen just turned 21 years old this year. He wants to treat himself with something for his 21st birthday. He grew up playing Battleships with his friends as a kid and notices a game called Battleships: Boss Battle. He checks it out and tells his friends about it. After a few games, the friends are really enjoying the strategic, cooperative challenge the game provides them.

Stakeholders

The stakeholders of the project will include google, microsoft, and other companies involved with pc, android, and ios devices. They'll want to see the success of this game because it would boost the number of users using their devices, especially those towards an older generation who are not as comfortable with modern technology. These people may be the target audience, but our range of customers will fit for anyone. Young adults who are more familiar with the classic battleship game would be more interested in our product.

Mandated Constraints

The game must be able to run on PC, android, and IOS devices as well as connect to the internet to allow a multiplayer experience. The game should also appear as a shortcut on the user's home screen, but can easily be deleted or disallowed if the user doesn't wish for it to appear there. In addition the game should not interfere with other applications. For example, the game shouldn't need any permissions from the user to access other applications/information.

Naming Conventions and Definitions

Casual will refer to the non-competitive gamemode that players can enter for a more laid back experience.

Ranked will refer to the competitive gamemode where players fight to increase their skills and show others how skilled they are. This version will make the players fight at increased difficulties.

Player base will refer to the people who are playing the game and are interested in it's future success.

Relevant Facts and Assumptions

This game can be run cross platform and can be played from all corners of the world. The user will have a compatible device and will have a basic understanding on how their device functions.

Players can, and will, play the game around the clock so servers have to be running 24/7.