

Battleships: Boss Battle Final Summary

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Battleships: Boss Battle is a revamp of the classic Battleships that kids played growing up. As of currently, there is no similar project out in the market. The closest product is an online version of the classic Battleships game, however, that is conceptually different from this product; Battleships: Boss Battle will not be a 1v1 game. Instead, it will pit 2 to 4 players against an advanced AI which is known as The Boss. This game is intended to provide a collaborative experience to its player base, so in that respect, the game will be cross platform across iOS, Android, and PC platforms.

The target audience for this game are young adults who grew up playing the classic Battleships game. This game is idealized to be an intense strategy game that will require players to communicate and plan out their attack. As such, the game is not suitable for younger children since they will not be able to bring the proper mindset into the game. The overall goal of this game is to bring a fun and exciting experience in a familiar environment.

There are a couple ways the game can be played: casual matches or ranked matches. In order to give users a sense of accomplishment/progression in the game, there is a ranked system put into place. As users rank up, there will be prizes such as new ships or various cosmetics. There is also a shop in which cosmetics can be purchased.

Since this will be a cross platform game, it is proposed that it is developed in Unity. There are many ready made assets available in the Unity Assets Store and, namely, it deploys to every platform this game is aiming for, so the game only needs to be developed once to be deployed everywhere.

To help understand how the game will be played consider the following 4-player vs AI use case. Abby, Tony, John, and Brian are in a game of Battleships: Boss Battle. They are around 20 minutes into the game waiting for The Boss to finish its move. Finishing up its turn, The Boss shoots a Scatter Shot towards Tony's ships. A few shots land and Tony's final ship, his Aircraft Carrier, takes damage and sinks. Then, The Boss sends out a jet from its own Aircraft Carrier to do some reconnaissance on the 4 players' ship locations. Abby uses her turn to send out a depth charge at a location where she thinks The Boss's Submarine is. John sends out a jet over the left area of The Boss's side of the map to gather information for his team while Brian fires a torpedo from his Submarine to sink The Boss's Destroyer.

The requirements for this game layout the foundation of proper communication between the players, providing an enjoyable experience for the players, and keeping the players immersed in the game. All user information should be stored in an online database. This will allow players to

switch between their PC or mobile device seamlessly. Players should also be able to keep a friends list that will show which of their friends are online so that they can be invited to play together. For players to communicate with each other, there should be an ingame voice chat as well as text chat with preset messages for quick communication. The game does not require very low latency since there is nothing to “react” to; this is a turn based game. However, the players’ connections to the server should be stable as players being synced together is very important to the game. The game should also provide some accessibility features such as color blind filters and proper heads up display for deaf users. Players should also be able to choose their preferred language.

The design of the project will include multiple servers that handle different parts of the game. There will be a database server as well as a backup server that’ll hold a copy of the data in case there is a problem or data loss with the original server. The user will interact with the main server, database server, and the user interface. Once a match has started, the main server will act as a middleman between the users and the database server. The main server will do all the processing and only the main server will communicate with the database server. Since the main server will process the match specific information such as boss AI in that match and player moves. This includes communicating with the different multiplayer servers.

The basic user interface will have several different screens. Firstly, there will be a login screen that lets the user input their username and password. There will be a sign up and login button. The sign up button will take the user to the sign up screen that’ll take in the user input and log it into the database so that the user can login and save their progress. After that will be the main screen that’ll have a local, multiplayer, store, options, messages, and log out buttons. There will also be a listview displaying their friends list that’ll also act as a button. The player should be able to add friends through the player screen subwindow and interact with them through the message subwindow. The local play will prompt the user to connect to the server and warns the player that their progress will not be saved if the connection is not made. Multiplayer will send players to a lobby with other players or their friends and begin the game. Once in the game, the users will have a chat box, microphone option, and the field in which they’re playing on to fight the boss. The store brings the user to a window to buy various items while the settings button allows the user to change things like volume to suit their preferences. The Log out will take the user back to the login screen.

There can be various risks in this product like the lack of player base due to the standards set by other games. It’s not very modern and relies on the Battleship nostalgia. Of course there are also threats from hackers. Still the game should be built using Unity3D and used in the Visual Studio environment and developing the security and the game and hosted using google game cloud services.