

ContraWeb's Battleship Game

ContraWeb

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Executive Summary

We will be designing a web-based version of the classic game Battleship, with a UR twist. We plan to implement the game primarily in HTML5, with JavaScript, jQuery, and PHP handling the game mechanics. The game will be available for single-player and multi-player mode. MySQL will handle the user account and login information, as well as personal scores and possibly leaderboards. If given be enough time, we would also like to make the game responsive so that it can be played on a mobile browser, or better yet, distributed on Apple's iOS devices.

The game will be a modified version of Battleship, with the classic goals and mechanics intact. We have discussed additional gameplay features, such as random events that would be implemented in JavaScript with a random number generator; a trophy system based on in-game accomplishments; and a storyline to bring in UR-related elements.

Use Case 1: Single Player

User plays against an AI

Use Case 2: Two Player

User plays against another player via facebook connection.

Required Technology

1. Server Side Framework:
2. Database: to record user scores, data, and account information
3. Ajax:
4. Web Service: a game to play during downtime or as a study break
5. Multimedia: will make heavy use of graphics for the UI
6. Design and Evaluate: will perform beta-testing through user play
7. Accessibility: will use minimalistic style to keep layout simple and clear
8. Go Mobile: hopefully transition to the Apple Market
9. Server-Side Processing: will handle game mechanics and random events