Capital Ship Combat

Star Wars Strategy Game

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CMPS 3350

Overview

A long time ago in a galaxy far, far away, a battle broke out in open space. Will you play as the Republic, the rightful government body and home to the Jedi? Or will you play as the Separatists and have an alliance with the Sith? Your goal is to aid the side you're fighting for by destroying all enemy ships and make sure your side wins.

We will be upgrading the Battleship framework to a Star Wars battle simulator. Users will play against a computer, rather than playing against themselves like in the original framework. Our game will have a multi-tier board (compared to Battleship's single-tier board). We will upgrade the original graphics to have a Star Wars theme, as well as add animations for weapon firing, ships exploding, and more. We also hope to build a display for how many ships are on the board, how many missiles remain, and other information. Players will be offered a variety of weapons and ships with different effects.

Goals we may not reach due to balancing concerns include relocating ships mid-game and repairing damaged ships. Relocating ships would be called "jumping," and can only be done once per game. Jumping ships must move to a location unoccupied by a working or destroyed ship. Repairing ships would involve the smallest ship in some way. We

would like to add these gameplay elements, but its effect on gameplay fairness is undetermined.

We will be loosely following the waterfall method throughout our development of our upgraded Battleship.

Gameplay Requirements/Features

- Custom Star Wars graphics
- Refactored and efficient code
- Ships with unique abilities
- Different weapon types
- 3 tier system
- A counting system for how many ships there are and how many missiles remain
- Player playing against a computer
- Sound effects

Technical Restraints

- Environment: C++ with OpenGL
- Programming Framework: Battleships
- Refactored and efficient code
- Full mouse and keyboard menu navigation

Stretch Goals

- Power ups
- Buffing system for our player
- Move ship location mid-game given certain constraints
- Method to repair non-destroyed ships