

Battleship Game on SecondLife

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Introduction

- Task: *Create a Battleship game to be played in Second Life.*
- Game invented by Clifford von Wickler, published in early 1900s by Milton Bready Company

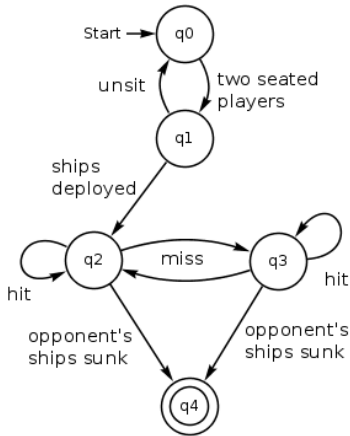
Theory of operation - Rules

- **Game for two players**
- Target: *sink opponents fleet*
- Two boards for every player: one for own fleet, one for marking own shots
- Boards: each 5x5 tiles
- Every player has to deploy 5 one-tile ships

Theory of operation - Game

- After deploying ships, players turn in guessing location of opponent's ships
 - if opponent's ship is hit, player gets one extra turn
- **Game is over, when all of one player's ships are sunk**

Theory of operation - Scripting



- q0 ... waiting for players
- q1 ... ship deployment
- q2 ... player 1's turn
- q3 ... player 2's turn
- q4 ... one player's ships sunk, game over

Theory of operation - Scripting

- The game controller communicates with other game components (board, tiles, ...) on a specified channel using `llSay` function.
- Every message from/to the game controller has to be decoded after receiving.
- The game controller sends messages to players on channel 0.

Extension points

- Support for more-tile ships (and their rotation)
- Scalable board
- possible bug in SL: locked camera can still be moved (explained later)

Demonstration

... follows extern of this presentation :) ...

Conclusion

- Scripting was not hard, because of similarity of LSL to common programming languages (but does not have `switch`)
- The hardest thing was to build the ship, which actually is not used :)

Last slide

Why do you want to have a real life, if you have Second Life?
Thank you for your attention!