

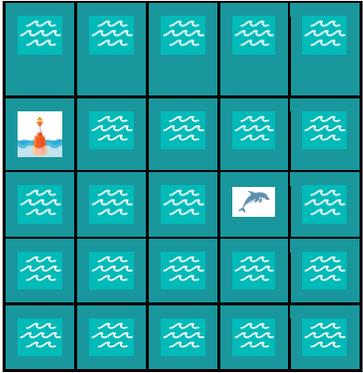
Author: Val
Version: 1 - 02/20/24
Complexity: **Level 3 (high)**

Activity Name	Battleship Demo
Output	Game
Overview	<p><i>This activity will mimic the game Battleship, where the player selects spaces on the board in an attempt to sink their opponent's fleet of ships. The game involves the principle of process of elimination, using information on where an opponent's ship is not located to determine where it truly is. The ID will need to have 9 knowledge check questions for this activity.</i></p> <p><i>In this experience, the learner is the player and the "system" is the opponent.</i></p> <p><u>Game play:</u></p> <p><i>The learner will have a view of both their own and the system/opponent's board. However, the location of the ships will be concealed on the opponent board.</i></p> <p><i>Each board should be a square grid with 25 squares on each one. Both the learner and the opponent should each have 3 ships:</i></p> <ul style="list-style-type: none">• <i>Ship 1 - the size of 2 squares on the grid</i>• <i>Ship 2 - the size of 3 squares on the grid</i>• <i>Ship 3 - the size of 4 squares on the grid</i> <p><i>The learner will select a square on their opponent's board. There will be two possible outcomes.</i></p> <p><u>Outcome A:</u></p> <p><i>If there is a part of their opponent's ship located within the square, the learner will be allowed to answer a knowledge check question.</i></p> <p><i>If they get the question correct, then they will successfully hit the corresponding section of their opponent's ship that is within the square.</i></p> <p><i>If they get the question incorrect, then the learner's ship will receive the damage instead.</i></p>

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	<p><u>Outcome B:</u> <i>If there are no parts of their opponent's ship within the square they chose, then the learner will need to choose another square. They will not be routed to answer a question.</i></p> <p><i>This will repeat until the learner selects a square that contains a part of their opponent's ship.</i></p>																
<p>Ship set-up on the grid</p>	<p><i>The ID may change the ship locations as desired when they storyboard this activity. They should use the grids in the column on the right to indicate the location of the 3 ships for each board by filling in the squares with the corresponding colors and ship numbers. Any unfilled squares will be open water.</i></p> <ul style="list-style-type: none">• Ship 1• Ship 2• Ship 3	<p><i>The opponent's grid should not reveal the ship's locations to the learner. The grid should instead be covered with wave visuals (you can also include cute aspects like dolphins, fish, whales, buoys, sea gulls, etc.):</i></p>  <p><u>Ship locations:</u></p> <p>LEARNER GRID/BOARD: <i>The learner's ships should be visible on the board.</i></p> <table border="1" data-bbox="1318 1182 1696 1367"><tr><td></td><td>2</td><td>2</td><td>2</td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td>1</td><td></td></tr></table>		2	2	2										1	
	2	2	2														
			1														

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				1	
		3	3	3	3

OPPONENT GRID/BOARD:
The opponent's ships should not be visible to the learner on the board.

		2		3
		2		3
		2		3
1	1			3

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Things to remember for design:

- Questions are answered nonlinearly in this activity. So the question slides should not be numbered for the learner. Numbers associated with the activity question slides should only be for internal production and development purposes to create the activity. Questions will be answered based on whatever order the learner selects them in. This is not the sort of activity where you want to reference another or previous Q within it because you cannot predict what the next or previous Q will be for the learner.
- This template is set to have one attempt per question. If you would like to have 2 attempts per question, please be sure to add that trigger/outcome into the SB and make a note for the developer.
- It is important to visualize the outcomes while designing this activity. Think of where things will route in your mind, and when in doubt, ask a Production Manager 😊.
- Please be clear in communicating the vision to the devs in a method that relates to the output. Triggers, buttons, hotspots, routing to specific slide numbers for branching, and states are all terms and methods of communicating that are helpful to know for storyline design. Think of the interactive UX as cause and effect - *if the user does X action, then Y effect will occur next.*
- The imagery links column is blank because this is a template. If there are specific images that need to be used in the activity you design, please provide PNG or JPG files, using clear and proper naming conventions, at 72 dpi or higher for screen viewing.

SLIDE #	ON SCREEN TEXT AND VOICE OVER	INTERACTIVES/ TRIGGERS	DEV NOTES	IMAGERY LINKS
Title Slide	Battleship Demo	Button: Start <ul style="list-style-type: none">• <i>Progress to Slide 2</i> Button: Play with music <ul style="list-style-type: none">• <i>Keeps background music and sound effects on</i> Button: Play without music <ul style="list-style-type: none">• <i>Mutes background music and sound effects</i>	<i>Music should be dramatic and reflect theme.</i> <i>Feel free to be playful with this - I am torn between something more pirate-like or like a navy/military. Choose whichever theme you prefer between the two</i> 	[LINK]
2	In this game, you will battle your opponent's fleet to	Button: Continue	<i>A visually interesting</i>	[LINK]

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	determine who will come out on top or who will sink. Select Continue to learn how to play.	<ul style="list-style-type: none">• <i>Progress to Slide 3</i>	<i>splash/transition page</i>	
3	How to play Select a space on the board to guess where your opponent's ship is and launch an attack! If you guess where one of your opponent's ships is correctly, you will answer a knowledge check question. A correct answer to the question will launch a direct hit to your opponent's ship. An incorrect answer will result in your opponent attacking the corresponding ship in your fleet. If you do not accurately guess where your opponent's ship is, you will have to select another location on the board to try guessing where their ship's location is on the board again. The game is over when either yours or your opponent's ships are all destroyed. Select the button below to start playing!	Button: Ready to play? <ul style="list-style-type: none">• <i>Progress to Slide 4.1</i>		[LINK]
ACTIVE PLAYING BOARD STATES				
4.1	Board Slide - 1st Selection	<i>The squares on the board are buttons or hotspots.</i> Triggers: <i>Player selects a square. They will have one of the two possible results:</i> Result A: <i>If there is a part of their opponent's ship located within the</i>	<i>The Board slide is the main game play slide, so please make it interesting and dynamic. Think of what kind of cute "surprise and delight" elements you can incorporate that will make it engaging and</i>	[LINK]

		<p>square, the learner will be allowed to answer a knowledge check question.</p> <ul style="list-style-type: none"> Route to question slide <p>Result B: If there are no parts of their opponent's ship within the square they chose, then the learner will need to choose another square.</p> <ul style="list-style-type: none"> Pop-up box: Not quite, guess again! 	<p>immersive like most games are, but also reduce negative impact on a learner who might have sensory sensitivity.</p> <p>Incorporate other visually interesting elements into it too - like animals that live in the sea, objects you might encounter in the sea, etc.</p>	
4.2	Board Slide - Playing	<p>Triggers: Learner selects a playable square. They will have one of the two possible results:</p> <p>Result A: If there is a part of their opponent's ship located within the square, the learner will be allowed to answer a knowledge check question.</p> <ul style="list-style-type: none"> Route to a question slide <p>Result B: If there are no parts of their opponent's ship within the square they chose, then the learner will need to choose another square.</p> <ul style="list-style-type: none"> Pop-up box: Not quite, guess again! 	<p><u>After answering question(s):</u></p> <p>Selected squares with no parts of the ships in them: The board slide should always display what squares without ships have been selected by graying them out. These squares are no longer playable.</p> <p>Selected squares with ships that have been attacked: For squares with ships that have been hit, it should always display the damaged section(s) of the ship. These squares are no longer playable.</p>	[LINK]

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			<p><i>This slide should always update to reflect the most up to date player actions/status.</i></p> <p><i>Playable squares: The squares on the board are buttons or hotspots.</i></p>	
4.3	<p>Board Slide - Final</p>	<p><i>This slide should display the final outcome of the game and after all of the ships on one side have been sunk, it should automatically trigger a pop-up.</i></p> <p><i>Pop-up if the learner wins: Victory is yours! Congratulations on winning this battle.</i></p> <ul style="list-style-type: none">● Button: Replay<ul style="list-style-type: none">○ <i>Route to Title Slide</i> <p><i>Pop-up if the opponent wins: Oh no! Your opponent sank all of your ships! Try to get a little more practice before the next battle.</i></p> <ul style="list-style-type: none">● Button: Try Again<ul style="list-style-type: none">○ <i>Route to Title Slide</i>	<p><u><i>After answering all question(s):</i></u></p> <p><i>The board slide should always display all of the played square states. For squares with ships that have been hit, it should display the damaged section(s) of the ship. For selected open water squares, it should be grayed out to indicate it is no longer active. All squares are no longer playable at this time.</i></p>	[LINK]
QUESTION SLIDES				
Q1	<p>Target locked!</p> <p>Question</p> <p><i>[Placeholder text]</i></p>	<p>Correct answer: <i>[Placeholder text]</i></p> <ul style="list-style-type: none">● Feedback: <i>[Placeholder text]</i>● Button: Continue	<p><i>Make the question slides fun, maybe some kind of visual within the theme for them? On the original one, it has an animation</i></p>	[LINK]

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		<ul style="list-style-type: none">○ <i>If there are still squares available to play, route to slide 4.2</i>○ <i>If there are no squares available to play/if all ships have sank, route to square 4.3</i> <p>Incorrect answer: <i>[Placeholder text]</i></p> <ul style="list-style-type: none">● Feedback: <i>[Placeholder text]</i>● Button: Continue<ul style="list-style-type: none">○ <i>If there are still squares available to play, route to slide 4.2</i>○ <i>If there are no squares available to play/if all ships have sank, route to square 4.3</i>	<p><i>with a target moving on the ship, which might be a good idea to incorporate in a more visually interesting way.</i></p>	
Q2	<p>Target locked!</p> <p>Question</p> <p><i>[Placeholder text]</i></p>	<p>Correct answer: <i>[Placeholder text]</i></p> <ul style="list-style-type: none">● Feedback: <i>[Placeholder text]</i>● Button: Continue<ul style="list-style-type: none">○ <i>If there are still squares available to play, route to slide 4.2</i>○ <i>If there are no squares available to</i>		<p>[LINK]</p>

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		<p><i>play/if all ships have sank, route to square 4.3</i></p> <p>Incorrect answer: [Placeholder text]</p> <ul style="list-style-type: none">● Feedback: [Placeholder text]● Button: Continue<ul style="list-style-type: none">○ <i>If there are still squares available to play, route to slide 4.2</i>○ <i>If there are no squares available to play/if all ships have sank, route to square 4.3</i>	
Q3	<p>Target locked!</p> <p>Question</p> <p><i>[Placeholder text]</i></p>	<p>Correct answer: [Placeholder text]</p> <ul style="list-style-type: none">● Feedback: [Placeholder text]● Button: Continue<ul style="list-style-type: none">○ <i>If there are still squares available to play, route to slide 4.2</i>○ <i>If there are no squares available to play/if all ships have sank, route to square 4.3</i> <p>Incorrect answer: [Placeholder text]</p>	<p>[LINK]</p>

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		<ul style="list-style-type: none">● Feedback: [Placeholder text]● Button: Continue<ul style="list-style-type: none">○ If there are still squares available to play, route to slide 4.2○ If there are no squares available to play/if all ships have sank, route to square 4.3		
Q4	Target locked! Question [Placeholder text]	<p>Correct answer: [Placeholder text]</p> <ul style="list-style-type: none">● Feedback: [Placeholder text]● Button: Continue<ul style="list-style-type: none">○ If there are still squares available to play, route to slide 4.2○ If there are no squares available to play/if all ships have sank, route to square 4.3 <p>Incorrect answer: [Placeholder text]</p> <ul style="list-style-type: none">● Feedback: [Placeholder text]● Button: Continue<ul style="list-style-type: none">○ If there are still squares available to		[LINK]

		<p><i>play, route to slide 4.2</i></p> <ul style="list-style-type: none"> ○ <i>If there are no squares available to play/if all ships have sank, route to square 4.3</i> 		
Q5	<p>Target locked!</p> <p>Question</p> <p><i>[Placeholder text]</i></p>	<p>Correct answer: <i>[Placeholder text]</i></p> <ul style="list-style-type: none"> ● Feedback: <i>[Placeholder text]</i> ● Button: Continue <ul style="list-style-type: none"> ○ <i>If there are still squares available to play, route to slide 4.2</i> ○ <i>If there are no squares available to play/if all ships have sank, route to square 4.3</i> <p>Incorrect answer: <i>[Placeholder text]</i></p> <ul style="list-style-type: none"> ● Feedback: <i>[Placeholder text]</i> ● Button: Continue <ul style="list-style-type: none"> ○ <i>If there are still squares available to play, route to slide 4.2</i> ○ <i>If there are no squares available to play/if all ships have sank, route to</i> 		[LINK]

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		square 4.3	
Q6	Question	<p>Correct answer: [Placeholder text]</p> <ul style="list-style-type: none">• Feedback: [Placeholder text]• Button: Continue<ul style="list-style-type: none">○ If there are still squares available to play, route to slide 4.2○ If there are no squares available to play/if all ships have sank, route to square 4.3 <p>Incorrect answer: [Placeholder text]</p> <ul style="list-style-type: none">• Feedback: [Placeholder text]• Button: Continue<ul style="list-style-type: none">○ If there are still squares available to play, route to slide 4.2○ If there are no squares available to play/if all ships have sank, route to square 4.3	[LINK]
Q7	Target locked! Question	<p>Correct answer: [Placeholder text]</p> <ul style="list-style-type: none">• Feedback: [Placeholder	[LINK]

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	<p><i>[Placeholder text]</i></p>	<p><i>text]</i></p> <ul style="list-style-type: none">• Button: Continue<ul style="list-style-type: none">○ <i>If there are still squares available to play, route to slide 4.2</i>○ <i>If there are no squares available to play/if all ships have sank, route to square 4.3</i> <p>Incorrect answer: <i>[Placeholder text]</i></p> <ul style="list-style-type: none">• Feedback: <i>[Placeholder text]</i>• Button: Continue<ul style="list-style-type: none">○ <i>If there are still squares available to play, route to slide 4.2</i>○ <i>If there are no squares available to play/if all ships have sank, route to square 4.3</i>		
Q8	<p>Target locked!</p> <p>Question</p> <p><i>[Placeholder text]</i></p>	<p>Correct answer: <i>[Placeholder text]</i></p> <ul style="list-style-type: none">• Feedback: <i>[Placeholder text]</i>• Button: Continue<ul style="list-style-type: none">○ <i>If there are still squares available to play, route to slide 4.2</i>		<p>[LINK]</p>

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		<ul style="list-style-type: none">○ <i>If there are no squares available to play/if all ships have sank, route to square 4.3</i> <p>Incorrect answer: [Placeholder text]</p> <ul style="list-style-type: none">● Feedback: [Placeholder text]● Button: Continue<ul style="list-style-type: none">○ <i>If there are still squares available to play, route to slide 4.2</i>○ <i>If there are no squares available to play/if all ships have sank, route to square 4.3</i>		
Q9	<p>Target locked!</p> <p>Question</p> <p>[Placeholder text]</p>	<p>Correct answer: [Placeholder text]</p> <ul style="list-style-type: none">● Feedback: [Placeholder text]● Button: Continue<ul style="list-style-type: none">○ <i>If there are still squares available to play, route to slide 4.2</i>○ <i>If there are no squares available to play/if all ships have sank, route to square 4.3</i>		[LINK]

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Incorrect answer: [Placeholder text]

- *Feedback: [Placeholder text]*
- *Button: Continue*
 - *If there are still squares available to play, route to slide 4.2*
 - *If there are no squares available to play/if all ships have sank, route to square 4.3*