

Online Battleship (or global thermo-nuclear warfare)

Can be played with as many players as we wish on MIT side and Singapore side. The objective of the game is to shoot virtual missiles at the gps locations of the other team. The gameplay is continuous and people can enter and exit at any time.

Players are presented with a map with dots corresponding to gps locations of the opponents. When fully armed, the player may choose to fire a virtual missile at a location by tapping on the map. The missiles have some travel time and affect a large area but the effects rapidly drop off from ground zero.

When a missile is incoming, players are warned by the ipaq flashing, vibrating, and/or playing a sound. Players then can pick up and run as fast as they can away from the target. The catch is the exact target is unknown. The only indication is the ipaq flashes faster or slower depending on how close the user is to the target. Missiles travel slow enough that they can be avoided fairly easily but not if the person is lazy.

Players have a certain amount of health and when they lose it all they die and are removed from the game. They can choose to rejoin some time later if they wish. Some incentives are offered for playing and surviving for long periods of time like increased health or faster fire rate but nothing too imbalancing.

Many extensions to this basic idea are possible. For example, different unit type. When a player enters a game, he/she chooses to be either a missile launcher, anti-missile, healing unit, etc. Another addition can be to utilize buildings. Buildings may help shield users or provide other benefits but they can also take damage and there are penalties when your buildings are destroyed.

Jasperln