Weiqi “X” Gu

Experimental Game Design

Celia Pearce

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Documentation of Appropriation (Battleship)

 This artwork is based on the classic two player board game “Battleship”. Instead of having two players guessing each other, it uses randomness for single player.

 Regular battleship game is focused on player vs player competitive with some sort of mind-reading technique. With regard to Dadaism and its idea of breaking old rules, I decided to flip the entire mechanic so that there’s absolutely no competitive elements between players, and introduces resource management and randomness as many other single player turn-based strategy games.

 The idea in the New York Dada movement that Marcel Duchamp has created many artworks using found objects such as steel dog comb, fountain are inspiring for me. I would want to express in the single player Battleship game that the objective or purpose of the original object/game is entirely thrown away. The fact that there’s no way to literally win the game (player would eventually lose since the enemy fire increases per turn unstoppably) would probably emphasize my idea there.

 When I’m trying to think of a game, I usually start with the final goals for players to achieve in the game. However, I did differently this time. I started with putting in elements that I want to see in the battleship game (resource management, random fire, turn based), without giving it a goal. There’s still a score system in order to motivate player to beat their highest score, but it isn’t necessary.