High Level Requirements:

1. The game will run on desktop

2. The game will be created using the Unity game engine

3. The game will be written in C#

4. The game will be multiplayer using the local network

a. The user can choose to host or join a game via the local network.

5. Each round in the game will be limited to a short amount of time (3 minutes)

6. The game will display a homepage

a. The user will be able to select buttons for hosting a game, joining a game, settings, and quit.

9. The user can set and change their username

10. The game loads the map each time with a flat plane surrounded by 4 walls and several walls within

A. The user will not be able to see the other player at the start

11. The user will view their tank from a 3rd person perspective

12. The game ends when one user’s health drops to zero or the timer hits zero