GDD: ‘Battle Tank’

Section 4

Concept:

Drive a tank around and battle AI to win the game. This will be done under a timer, limited amount of health and reload times, as well as AI that is capable but also fairly programmed, so that the game is challenging yet fun. Further, will include a main menu system, and a single map

Rules:

1. Can move anywhere in the terrain
2. Finite health and ammo
3. Last player standing wins.

Requirements:

SFX:

1. Gun Firing
2. Explosions
3. Barrel moving
4. Turret moving
5. Engine sound
6. UI sounds

Static Mesh:

Simple tank comprising of:

1. Tracks
2. Body
3. Turret
4. Barrel.

Textures:

Visuals for landscape and tanks/turrets

Music:

BG Music for flare and tension

Iterative cycle

1. World
2. Tank
3. Controls
4. Player 2
5. UI
6. **REPEAT**