

ButterTanks

DESIGN DOCUMENT

By DoubleBlade for the Jan 2024 Pirate Software Game Jam

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Introduction

Game Summary Pitch

ButterTanks is an artillery style game about finding the right parameters of power and aim in butter the toasts found on the battlefield. Seek... and destroy!

Inspiration

Scorched Tanks

Scorched Tanks was a game that was part of an older era of video games. With this in mind, it was still able to provide the players with an interesting and novel experience for the times. You were able to face off against another player on one field. The goal is to use the available resources and find power and aim parameters to hit the other player's tank before they hit yours.



Player Experience

When the player gains control, they will need to use the information provided in the UI to choose an aim angle as well as a power level for their first shot. They will use their best guess in order to hit one of the available targets on the field.

Each shot taken will leave a trail on screen in order to give more information to the player for next shots attempted. The player loses if they end up hitting their own pawn on the field.

Platform

The game is developed to be released on windows PC

Development Software

- Godot (Mono/C#) v4.2.1 as a game engine middleware
- Modified free and open source graphics packs for graphics and UI from <https://twitter.com/KenneyNL>
- FamiStudio v4.1.3 for all music and SFX

Genre

Singleplayer, artillery style, casual

Target Audience

Without heavy or complicated ideas, and intuitive-to-grasp mechanics, this game is marketed to at least **casual game players** who are up to using trial and error in order to conquer the playing field.

Concept

Gameplay overview

The player is called to control two degrees of freedom : turret angle and firepower in order to hit the targets on the field. Using the knowledge of previous shots that missed, they can adjust the available parameters in order to make sure their next shot will be successful.

Game Experience

UI

The UI gives the player all that they need to know. They have access to a slider that will give different values for the angle of attack. Then, with

the main red button, the player chooses the firepower to use with the projectile. Simply hold down the button and release at the desired power.