Concept:

You control a tank and fight against other tanks. These tanks can be player controlled or controlled by AI. Your goal is to shoot the other tank/s and not get shot in the same time. The game is played on a map with obstacles that you can’t shoot through and need to drive around.

Rules:

* The game is won when the other tanks are all destroyed
* Every tank has a limited amount of health
* When the tanks health hits 0 he is destroyed and can’t battle anymore
* You need to stay on the map
* Finite Ammo

Requirements:

* You’ll need to control the tank, drive and shoot
* Ballistics for shots need to be calculated
* Physics for driving on terrain need to be implemented
* Sounds for shooting and hitting stuff (other tanks, obstacles, nothing)
* Sound for getting shot
* Visual effects for getting hit/hitting and being destroyed/destroying

Not implemented:

* Different types of tanks
* Reparation of tanks
* Individually destroyable objectives and tanks
* Teams