

# Tanks of Fury



XTreme Tank Battles

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# Overview

Tanks of Fury is an intense turn-based 3D game that combines the horrifying power of tanks and the intelligence of the human mind. One hero has to fight against the Fuhrer's power tanks (bot) or worse the betrayal by his family in 1940s Europe. The setting takes place in nazi-occupied Europe 1944. Our hero, a tank operator, has to choose between good or evil, life or death, and manage to keep his sanity.

# Overview

This game is innovative as it combines the popular and ever-growing 3D world of minecraft with the realistic properties of World War 2 tanks.

Some key areas of innovation include:

- Story
- Real World Physics
- Power Ups
- Multiplayer
- Environment
- Camera

# Story

Our hero, a Canadian tank operator, fighting in nazi-occupied Europe has to defend his country by destroying other tanks.

The hero has three main enemies, his brother, Father, and Mother who have been hypnotized by the Nazis.

As he continues through the story our hero has to choose between life or death as the only way he can continue living is by killing his family.

Once he kills his Mother, the last one alive, it turns out he is the one who was hypnotized. Once he finds out the game finishes with a gun shoot and a black screen.

# Real World Physics

The game implements real world physics such as global wind speeds that affect the angle of projectiles. By introducing real world physics the game creates a challenge for the user similar to Super Smash Bros. Where there isn't a learning curve but skills can be attained. This is extremely important when our hero has to fight his family and every precise shot is important in order to insure his survival.

By adding real-world physics it creates an addiction similar to the one in Super Smash Bros.

# Game Mechanics

Tanks of Fury is a simple game on the surface, but deep under it actually requires a lot of skills. For instance, to do well, player are required to perform complex polynomial calculation on projectiles to be able to damage their opponent. On top of that, players also have to take in the tanks surrounding terrain as part of their calculations, because terrain can either be used as protection and to immobilize your opponent. As the player continue to play Tanks of Fury, their in game knowledge will be improving as well. For example, player can uses wind speed to increase the latitude and longitude of their projectile and shoot “mud blocks” in front of their opponent’s face to block their view point.

# Power Ups

When the game starts the user starts off with their 'default' ammo which is infinite or they can pick up special ammo while roaming the world. These items can range from longer or thicker bullets to represent stronger missiles. Tanks can also pick up armour and other items. Each item offers different properties that give an advantage to that tank.

# Environment

The world is made of blocks similar to Minecraft where the environment can be affected by the missiles.

The environment is procedurally generated that way each scene is different and offers a unique experience each time a new level is loaded.

Our environment includes separate biomes such as Forest and Rivers; each biome has different game mechanics which creates a real-world environment for the users.



# Environment

By creating a world that the tanks can change it creates an endless amount of possibilities. Tanks can create bases by creating craters in a mountainous range. The tanks can destroy the path for another tank such that it traps the tank in a certain range.

The environment is what is going to really benefit the users as it creates a dynamic way to solve problems.

# Camera

Our camera is a freeform camera that can be adjusted to meet users needs to help them line up their shots. Since the player only has their own skills to line up each shot they need as many camera angles as possible in order to hit their target.

# Tanks of Fury

Tanks of Fury is a game that has an open-ended experience that will create endless options for players.

This game will include a simplistic and user-friendly design with an engaging story.

This game will have the option to complete our story or verse their friends in multiplayer mode.

# You Are In Control

The user will be able to handle the controls of their tank such that they can gain custom power-ups, change the design of the map so it meets their needs, choose the country they are fighting for.

Players will be able to move the camera which will create an open minded experience as it will not be in a fixed position.

# Experience

Every action user takes is going to impact the future of them, the game, and his opponent either positively or negatively. For instance, when player destroys a bridge connects two lands from a river; it will stop his opponent from moving closer to player in the near future. Hence player will won't feel like whatever he destroy are pointless or serve no purpose. Secondly, we want player to have that feel of getting better and learning something new every time they play our game. For example, player might not know what a certain type of ammo will do or even the physics behind that ammo they just picked up. However, as players progress through the game, they will have a better understanding of the game mechanics. And that brings us to our last point; we want our player to feel a sense of progression from playing our game. To allow player capture that moment, every time they complete a level, we will award them with new power up for their ammo, health and movement speed to their tank.

# Summary

This game combines the key components in every successful game currently in the market and THEN some. Our game has randomly generated terrain with a destructible environment that adds an endless options for the end-user. This combined with real world physics, and a story worth of being a movie is the recipe needed in order to have an infinite amount of fun.