**War Thunder Tactics: Product Requirements Document**

**Project Overview**

War Thunder Tactics will be a community-driven website where players can share, view, and vote on optimal routes, power positions, and strategies for the Realistic Battles Ground game mode in War Thunder. The platform will leverage crowdsourced knowledge to help players improve their gameplay through visual tactical information.

**Core Features**

**1. Interactive Map System**

* High-resolution maps of all War Thunder ground battle locations
* Ability to zoom, pan, and navigate maps smoothly
* Map filtering by game mode (Domination, Conquest, Battle, etc.)
* Map search functionality with autocomplete

**2. Route Creation & Power Position Marking**

* Drawing tools to create vehicle routes on maps
* Color-coding for different vehicle types (light tanks, heavy tanks, SPGs, etc.)
* Ability to add waypoints with timestamps (early-game, mid-game, late-game positions)
* Option to include vehicle specifications when creating routes
* Ability to mark and highlight strategic positions on maps
* Position categorization (sniping spots, cover positions, ambush points, etc.)
* Effectiveness ratings for different vehicle classes at each position
* Line-of-sight visualization from power positions
* Ability to add iconography such as adjustable cones of fire, friendly / enemy tanks, free text that can be dragged onto the map.

**4. Community Voting System**

* Upvote/downvote functionality for routes and positions
* Sorting options (top-rated, newest, most controversial)
* Comment threads on routes and positions
* Reputation system for contributors
* Visual representation of the work the user has created and submitted as a focal point.

**5. User Account Management**

* User registration and authentication
* Personal profile showing contributions and voting history
* Favorite/saved routes and positions
* Notification system for updates to favorite content

**6. Game Mode Context**

* Information display for capture points and objectives on each map
* Toggle overlays for different battle types on the same map

**Technical Requirements**

**Frontend**

* Responsive design supporting desktop and mobile devices
* Modern UI framework (React recommended)
* Canvas-based drawing tools for route creation
* WebGL or similar technology for 3D visualization where applicable

**Backend**

* RESTful API for data retrieval and submission
* Database for storing map data, routes, positions, and user information
* Authentication and authorization system
* Voting and ranking algorithm

**Data Management**

* Map asset storage and delivery system
* Caching strategy for frequently accessed routes and positions
* Version control for maps to handle War Thunder updates
* Backup and recovery procedures

**Implementation Notes for AI Agent on functionality.**

* Prioritize the map visualization system as the foundation
* Implement drawing tools as modular components
* Design the database schema to accommodate frequent updates to voting scores
* Consider using vector graphics for map overlays to ensure scaling quality
* Implement proper caching to handle peak traffic periods
* Plan for internationalization from the beginning as War Thunder has a global player base
* Design with extensibility in mind for future game modes or features