

BATTLE TANK GDD

Concept

Tank Battle is an open-world head-to-head tank combat game.

- Terrain will be used for a tactical advantage and cover
- The focus will be on flow and feel
 - Needs to feel natural and intuitive
- Player will have to destroy the enemy player's side or be destroyed by the enemy player and enemy mortars

Rules

- You can move anywhere in the terrain, which is surrounded by mountains that are not traversable
- Both sides start with finite health and ammo for each unit
 - Player can find health and ammo packs to replenish as needed
 - Player will be only unit on their side
- Each direct hit takes away health
 - Splash damage takes away less damage
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- The last player standing wins

Requirements

- SFX
 - Gun firing
 - Explosions
 - Barrel moving
 - Turret moving
 - Engine sounds
 - Item pick ups
 - Health pick up
 - Ammo pick up
- Static Meshes
 - Simple Tank
 - Body
 - Turret
 - Barrel
 - Wheels
 - Tracks
 - Mortars
- Textures
 - Metal
 - Worn
 - Green
 - Grey
 - fading
 - Grass
 - mountainous
- Music
 - Action
 - Intense
 - Exciting

