**Battle Tank**

**Concept:**

Battle Tank is tank combat simulator where the player controls a tank and goes toe to toe against one or multiple enemy tanks controlled by an AI. The player will be able to have his tank move in one direction while having the turret of the tanks look in another.

**Rules:**

-Win Condition:

Player’s kills all the enemy tanks.

-Lose Condition:

Player’s health goes to zero after being hit by enemy tanks.

The time counter goes to zero.

-The player can choose between a few different difficulties trough a menu at the beginning of the game.

Difficulties modify the behavior of enemy tanks, the harder the difficulty the harder the more aggressive the enemies are.

**Requirements:**

-Art assets for the body and the turret of the tanks

-Custom terrain with multiple obstacles and with no gaps at the edges for players to fall out of bounds.

-Art for grass, dirt, rock texture for the diverse types of ground.

-Different scripts for the movement of the body of the tanks and for the turret.

-Scrips for the control of enemy tanks