

High Level Requirements:

1. The game will run on desktop
2. The game will be created using the Unity game engine
3. The game will be written in C#
4. The game will be able to connect to the local network
 - The user can choose to host or join a game via the local network
5. Each round in the game will be limited to a short amount of time (3 minutes)
6. The game will display a homepage
 - The user will be able to select buttons for singleplayer, host a game, join a game, customization, and settings
7. The user can select from a variety of tank equipment and options before the game begins
8. The user can customize their tank before the game begins
9. The user can set and change their username
10. The game will randomize the map before each game begins
 - The game is initialized with a flat plane with random elevation changes and trees/bushes/grass
11. The user will view their tank from a 3rd person perspective
12. The game ends when one user causes the other user's health to drop to zero

User

Homepage

Singleplayer

Host

Join

Customization

Settings

Game
Tank
Map
Health

Local Network

Tank
Equipment

