**Burn Victims Project Design Document**

**Pew Pew Tanks**

**Goal of the game:** Destroy the enemies base by controlling your tank.

**Platform:** PC.

**Core Gameplay:**  Each team will have a base located at the opposite ends of the map. A top, middle, and lower lane will connect the two bases. Units (creep) will spawn from each base and move along the 3 paths. Creep will attack any enemy players, creep, or base that comes into their field of view. Players will control their tank and will be able to destroy enemy creep in exchange for gold, and also will be able to damage and destroy enemy players and the enemy base.

**Components:**

**Bases:** There will be two bases, One for each team. These bases will be the spawn point for friendly creep, friendly players, and also a place for players to purchase upgrades for their tank.

**Creep:** Creep are weak units that spawn at a base. Each wave of spawns will send 5 units down each path of the map (Top, Middle, Bottom). Creep will continue to move along their respective paths unless an enemy player, creep, or base comes into their field of view. If this happens, the creep will attack until either their target has been destroyed, left their view, or they themselves have been destroyed. If there are no more targets in a creep’s field of view, they will continue moving along their respective paths. If a player kills a creep, they will be awarded a set amount of gold.

**Upgrades:** Upgrades can be purchased by a player at their base in exchange for gold. Upgrades are Max Health, Health Regeneration, Bullet Damage, Vision(extending field of view), Movement Speed, and Bullet Speed. These upgrades will last until the end of a game. Every purchase of an upgrade will raise the price of the next level of that upgrade.

**Controls:** A player will control their own tank. WASD will control movement (Forward, left turn, reverse, and right turn) respectively. The tank turret will be controlled by the mouse and left click will fire the weapon.

**User Experience:** A user will spawn in at their home base. They will then be able to move around the map, killing enemy players, creep, and the enemy base. Users will also be able to purchase upgrades at their base. If a player is killed, a respawn timer will start. When the timer reaches 0, the player will spawn again at their base.

**Visual Style:** Top down 2D tile map, camera centered on player’s tank.