Level design:

Each level has Pre-made layout of multiple rooms. Using procedural generated objects and obstacles fill up every unexplored room. Once the room is explored, the environment objects will be consisting which won’t generate again. The player can collect certain objects and destroy breakable objects in each room.

Target:

Destroy the enemy’s super cores which are essential of an anti-planet alien weapon. There are 3 unique cores, each scattered in certain level and specific power-weapon to destroy. In order to destroy 3 cores, Player needs to collect power-weapon parts and power-ammo which were scattered in the level to assemble and load the weapon.

Gameplay:

This game is inspired by BattleCity and dungeon maze in Legend of Zelda. Player drives a tank to explore the enemy’s base to destroy 3 super cores. Enemy tanks are random generated in each room to prevent the player destroy the super cores. Power-ups parts are random scattered in each room and sealed in crates or carried by enemy’s carrier tanks. Player can collect power-up parts to temporary in-crease the regular weapon power or collect parts for power-weapons. Player may experience collecting duplicated parts of the power-weapon but will not be counted to build-up the power-weapon. Once 3 different parts are collected, power-weapon can be thought as assembled. There are 6 levels, 3 for parts searching for power-weapon, 3 for searching power-ammo and destroy the cores. Power-ammo are similar to parts where scattered or carried. The player tank loaded the power-ammo then are ready to destroy the core of the level. Each power-up weapon can only destroy designated core, can’t use it to destroy cores in the next levels. If the player tank accidentally discharged the power-ammo, need to search for reload across the whole level. The power-ammo will be scattered once again somewhere of the level. If the player destroyed by the enemy, the player will re-spon at the beginning of the level to restart the level. All collected in the previous gameplay are lost as punishment. Once all 3 cores are destroyed, the game end and the player win the game.

Enemy:

Thinking…

Environment:

Thinking…