**Concept:**

Battle Tank will be a tank vs. tanking fighting game with unrealistic movement options. The tanks will be able to move fast, avoid enemy fire and maybe even ricochet it back with proper timing. There will also be melee attacks to incentivize closing in on an opponent.

**Rules:**

**Win condition**- be the last tank standing. Deplete everyone else’s health to zero.

**Lose condition**- your health was depleted to zero.

**Combat:** 1 shot per clip, relatively long reload time.

The player will be able to adjust the distance of the shot by raising or lowering the barrel.

Hitting won’t be instantaneous to allow for dodging.

**Maneuvering:** player will be able to move the tank in all direction and aim independently of the tanks movement. the tanks movement will be fast enough to allow dodging.

There will be cover to hide behind.

**Scoring:** The game will keep count of who won each round for multiple rounds.

**Menu system:** The game will have a simple menu, containing a background graphics of a tank fight and two buttons:

-Play

-Exit

WHAT TO NOT DO IN THE FIRST BUILD:

**Maneuvering**:

-Tanks will be able to boost themselves instantly by shooting backwards.

**Combat:**

-Ricochet mortars back with proper timing (Parry).

**additional game mode:**

-A Deathmatch with a timer. At the end, the game checks who killed the most and declare them the winner!