

Fog of War

Push forward. Destroy target. Escape alive.

Idea:

A top-down shooter game where the player controls a tank that can shoot in a chosen direction.

Objectives:

To destroy an enemy base and escape from the swarming enemies with your life

Core Elements:

Enemies:

- Enemy tank
- Anti-tank cannon that the player must destroy

Mechanics:

- The top part of the tank follows the cursor, and when the mouse is clicked it fires a projectile in the direction of the cursor.
- The bottom part of the tank rotates based on the direction the player is moving (WASD).

Level / Map:

The level contains a target that the player must destroy. The player must fight their way to the target, destroy it, and then fight their way out.

- Limited field of view (optional).

Style:

- Pixel-art graphics, 16x16.
- 8-bit music and sound effects.