Game idea/Concept

* A 3D battle arena
* With tanks
  + At least 3 different tanks for enemy and player to choose from
    - Each tank have different disadvantages and advantage
* Will use blender to create environment
  + Create my own actor models
* AI will path find and follow player when in detection range
  + On wave survival mode enemy will know where you are
  + Nav mesh
* Weapon types
  + Kinetic (need to lead target, avg. dmg)
  + Laser ( constant low dmg)
  + Missile ( high dmg , tracks target but slow)
* Pickups
  + Health
  + shield
  + speed
* several game mode/ levels
  + wave survival ( Primary mode)
    - after last enemy is destroyed
    - few second rest a new wave starts with more enemy than last
  + escort to objective ( secondary)
  + destroy all enemy ( last)
  + if time allows create story with 3 modes
* uses keyboard and mouse controls
  + ASDW keys and/or arrow with mouse

Tutorial help

UE4 Adding Pawn Sense

UE4 Smart AI Vision & AI Search Player Location Part 23