



GAME DESIGN DOCUMENT

[[Battle City Recreated]]

Version #01

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Game Overview

Based off of the NES game called "Battle City".

The player is a tank spawned in a place filled with obstacles and enemies.

Game Play Mechanics

Player: can shoot and destroy obstacles and enemies.

Enemies: will follow and shoot the player as soon as they spot them in their line of sight.

Hiding areas: that the player can go into, to hide from the enemy's line of sight.

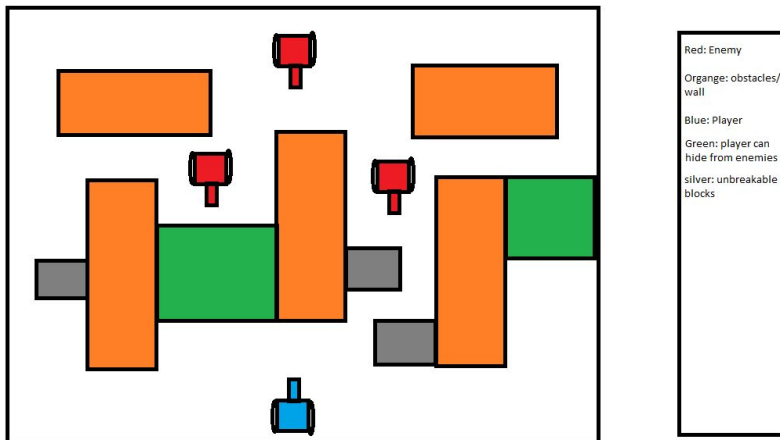
Camera

Top down View.

Controls

WASD to move and J to shoot.

Interface Sketch



Game World

There are walls that can be destroyed by player or enemies.

There are places that can let the player hide from enemies.

Levels

1 level

Characters

Player Tank(Controlled by player)

Non-player Characters

Enemy Tanks(AI)

Scoring

Every time an enemy is destroyed the player's score increases.

Future Features

Item Drops that change the player's shot.