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A fun game about going tanky, literally.

gO Tanky!

Game Design Document

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# Concept

GO Tanky! Is an open-world head-to-head tank combat game. Terrain can be used for gaining tactical advantage. The focus will be on flow and feel.

# Rules

The game has the following set of rules:

* 1. You can move anywhere in the terrain, which is surrounded by mountains, hills and other landscape elements.
  2. Both players start with finite health and ammo.
  3. Each direct hit takes away health.
  4. The last standing player wins.

# Requirements

SFX: Gun firing, explosions, barrel moving, turret moving, engine sound…

Static Mesh: Simple tank comprising tracks, body, turret and barrel.

Textures.

Music: Background music to add tension.