**GDD Unreal Tanks**

**Concept:**

* Tank battle in an open World Map
* Terrain for Tatical advantages
* Focus will be on flow and feel

**Rules:**

* Move anywhere in the Terain
* Finite Ammo and healt
* Hits reduces healt
* With 0 healt you lose

**Requirments:**

* SFX: Gun firing, explosions, barrel moving, turret moving, engine sound
* Static Mesh: Simple tank comprising tracks,body,turret and barrel
* Textures
* Music : Background Music