Tank Battle GDD

This is a game about piloting a tank to kill another tank that is trying to kill you.

- You can move anywhere in the terrain, which is surrounded by mountains
- Each direct hit takes away health
- Each player starts with finite health and ammo
- Last player standing wins.

Assets:
- tank model pieces
- terrain map
- terrain textures
- UI art
- Particle effects
- Audio fx
  - Cannon firing
  - Shell hitting ground
  - Shell hitting tank
  - Turret moving
  - Barrel tilting
  - Engine sound
  - Tread sound
- Music

Requirements
- Be able to pilot a tank by controlling track speed separately (perhaps with controller trigger buttons, think levers)
- Be able to independently aim turret
- Cannon shell has an arc
- The crosshair can indicate whether you will hit your target based on your current angle
- Crosshair will have markings to aid in distance calculation for when the aim assist is turned off
- Turret speed and range of motion is limited
- Enemy AI

Possible Future Ideas (The No List)
- Multiplayer
- Dynamic damage effects (hitting a tread breaks it, etc)
- Multiple types of tanks
- Maximum effective range