**Concept:**

It’s about 2 tanks fighting each other on an open terrain. The tanks can hide behind mountains and in bushes. Each tank have 1 weapon and a limited amount of ammunition. You can fight an AI or another player.

**Rules:**

Each player starts with a limited amount of health and ammunition. The goal is to destroy your opponent’s tank. If your opponent’s tank is destroyed, you win. If your tank is destroyed, you lose. There is no timer.

**Requirements:**

We need music, sound effects and SFX for the excitements. We need an open terrain with ambushes so that it feels realistic. We need a beautiful tank model for the graphics. We need fun.