**Tank Notes**

World of Tanks:

**Information:**

WoT is a MMO (Massive Multiplayer Online) game. The focus is on player vs. player gameplay with each player controlling an tank.

**Gameplay:**

The game is in a third person perspective. You play in a tank with others and the goal is to destroy the enemy tanks. The game takes place in an open map. Aiming your gun needs accuracy. If you aim you gun to an enemy, you need to wait for that circle to shrink. How smaller the circle, how more accuracy you have. The gameplay feels realistic and I like it.

**Controls**:

You can move your tank with the WASD key. You use your mouse from aiming your gun. For zooming in, you can use the shift key. The controls are fluent and it feels good.

**Level:**

The world is very open with hills and trees. There are ambushes where you can hide in.

Other tank games:

**Old tank games:**

I haven’t played any old tank games, even do I have a Atari 2600 and a NES. I heard that Combat (Atari), Battlezone (Atari), Battletank (NES) and Super Battletank (SNES) are pretty good old tank games.

**Modern tank games:**

The only modern 3D tank games I have played are Tanki Online and World of Tanks. Tanki Online is like World of Tanks, but not so realistic and it really don’t have accuracy. It’s not a big game either. But it is a really fun game.

Unreal:

**Controls:**

I think the controls is going to be difficult, because the WASD keys don’t only change the location of the tank, but also the rotation. The gun needs to follow the crosshair and the tank has acceleration. Also, I think the tank needs to be attached to the ground to prevents that the tank is going to be upside down and stuck.

**Features:**

HUD to show ammo and health. Main Menu for options. Open World Area with obstacles and ambush. SFX and Music for excitement.

**Challenges:**

I think projectiles is going to be the most difficult challenge. Another difficult challenge is the AI.