Project Design Document

Project Concept

1

Player Control

You control a
> *tank*

in this
> *Top down*

game

where
> *Keyboard inputs*

makes the player
> *ram obstacles.*

2

Basic Gameplay

During the game,
> *various obstacles, such as crates etc.*

appear

from
> *the distance*

and the goal of the game is to
> *ram them and cause destruction for points within a particular extendable time period.*

3

Sound & Effects

There will be sound effects
> *Of engine noises etc. and possibly background music.*

and particle effects
> *Of boxes crashing and vehicle crashes.*

[*optional*] There will also be
> *Sounds of crashes in comedically out of place onomatopoeia, such as a person saying 'crash' and 'skadoosh' n of any other expected special effects or animation in the project.*

4

Gameplay Mechanics

As the game progresses,
> *More and more hazards will appear, with increasing complexity in the types of hazards,*

making it
> *Harder to accumulate points and extend the timer.*

[*optional*] There will also be
> *Power ups that give temporary buffs and time extenders like fuel canisters or similar. The tank may also fire to remove certain hazards.*

5

User Interface

The
> *Score*

will
> *increase*

whenever
> *Things are destroyed or displaced*

At the start of the game, the title
> *'Tank Smash'*

will appear

and the game will end when
> *The timer reaches zero.*

6 Other Features	The soundtrack (however limited) should sound like Guns n' Roses (The Band). A Leaderboard.

Project Timeline

Milestone	Description	Due
#1	- Controls, Engine & Necessary Preliminary Assets	01/30
#2	- Prototype Level Design	02/28
#3	- Further Level Development & Asset Development	04/30
#4	- Bug Troubleshooting and playtesting.	05/30
#5	- Soundtrack, Post Processing FX & Performance testing.	06/30
Backlog	- Unlockable Skins on Tanks - Difficulty Modifiers - Possible Arcade Port of game	07/31