

Tank puzzles

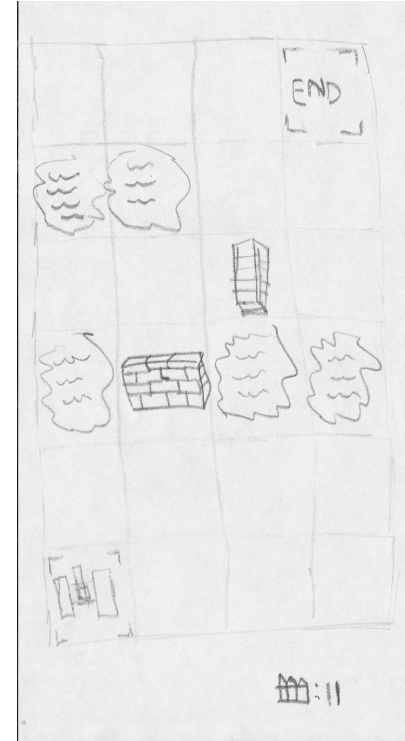
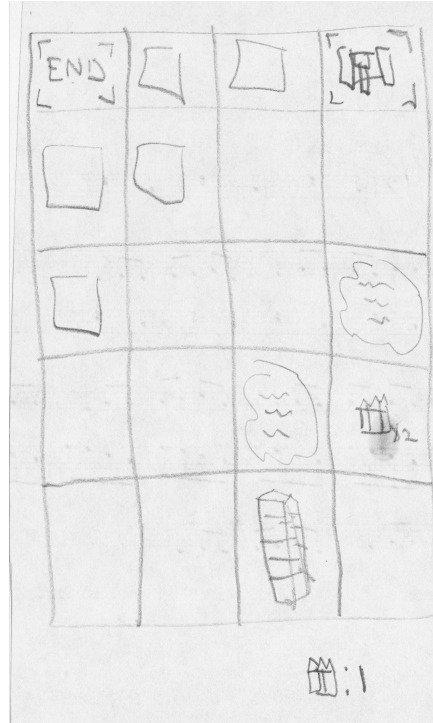
By Nicholas Maxwell

Concept, rules, requirements.

- Move around a grid filled with objects using your tank to shoot things
- Limited bullets
- Objects: wall, bullet refresh, target, floor hazard, end goal, spawn point, tank
- Knock down walls, activate targets, avoid floor hazards, and get to the end to win
- Get to end point to go to next level
- Get through all levels to win

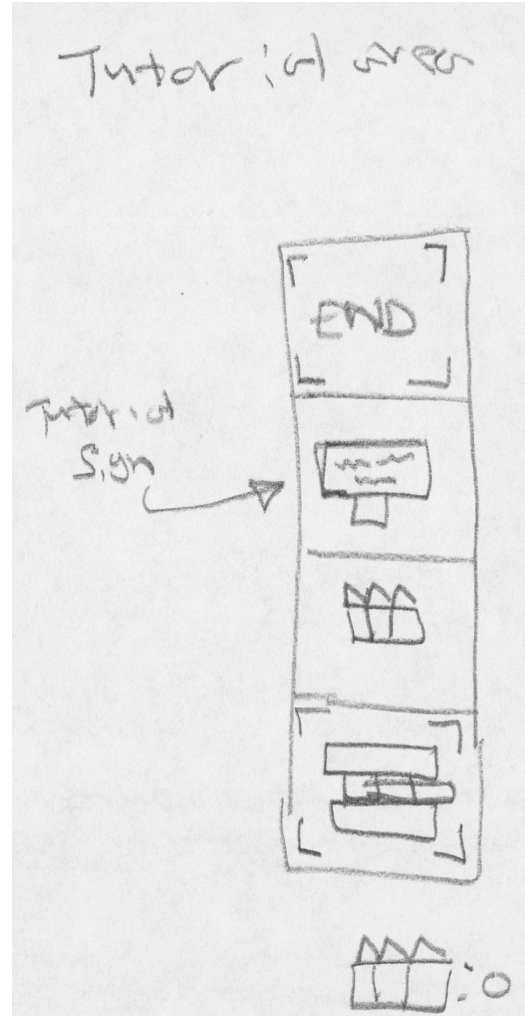
Top down

Examples of puzzles



Start of game

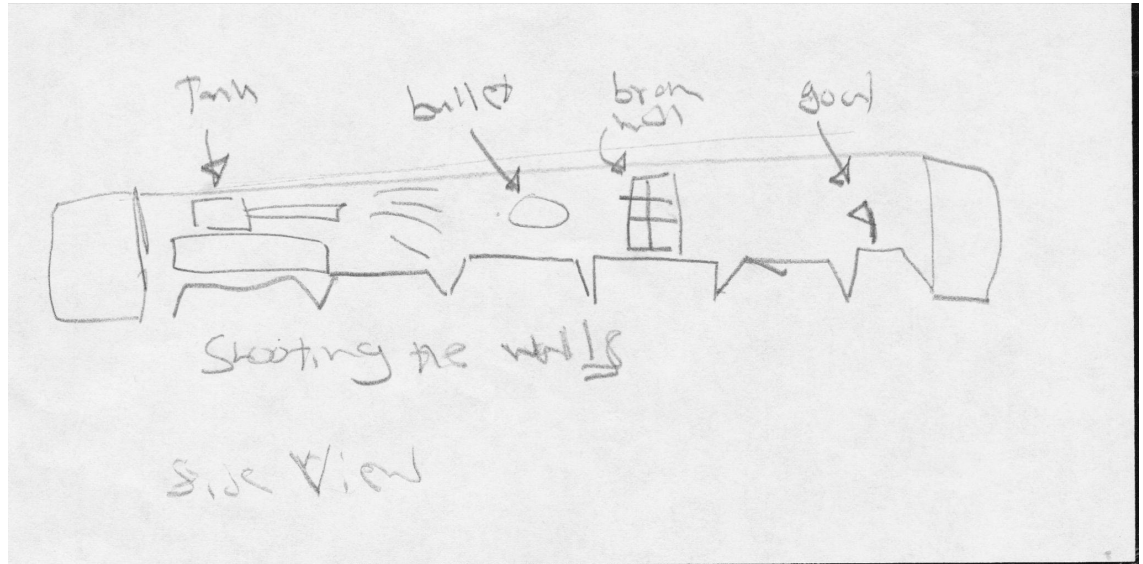
Simple levels to show game controls



gameplay

Balls shoot out of the cannon with particle effects

Ground is beveled

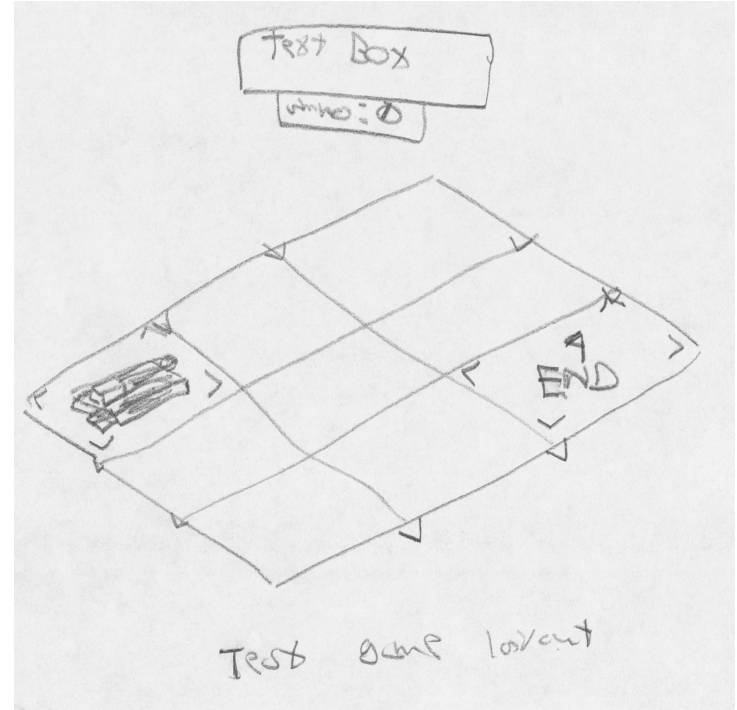


More gameplay

Probably an isometric view, or from behind the tank

Text box prompt above the level

Ammo counter underneath instructions



Ending of the game

Reward for winning is a place to mess around

Level select

Target practice

Randomized obstacles

No story

