<div align="center">Battlebots</div>

Project Overview
        A group of graduates of the Seed Paths program and a current student wanted to developed a game within a month. The idea of battle bots came a bout, where players drive vehicles around a map to destroy each other. Based on there shape like a wedge or a box, players run into each other to do damage.

Target Audience
        A simple game to play for a competitive group.

Iteration Requirements
The first version of Battlebots will have the following features:
- Players can play the game
- Players can choose vehicles of different shapes: wedge, cone, box, and cylinder.
- Players can play a map
- Players can play against each other and the last vehicle wins the game
- The highest defeated players is recorded and displayed on a website.

Stretch Goals
In the future, Battlebots will expand with new features such as:
- More maps to play
- Maps on different terrains
- Customizable vehicles
- Projectile weapons for vehicles
- Melee weapons that are static nor movable on vehicles