**Concept:**

* Tank battle is an open-world head-to-head tank combat game.
* Both player start with finite health and ammo.
* Each direct hit takes away health
* The last player standing wins

**Requirements:**

* SFX: Gun firing, explosion, barrel moving, turret moving, engine sound
* Static mesh: Simple tank comprising racks, body, turret and barrel.
* Textures: Later-on we’ll want to add for visual flare
* Music: Background music to create tension