**The Concept**

Tank battle in an Open-world head-to head tank combat game, with terrain being used for tactical advantages.

**The Rules**

* You can move anywhere in the terrain, which is surrounded by mountains.
* Both players start with finite health and ammo
* Each direct hit take away health
* The last player standing Wins

**The Requirements**

SFX: Gun firing, explosion, barrel moving, turret moving, and engine sounds.

Static Mesh: Simple tank comprising tracks, body, turret and barrel.

Textures: Later-on we will want to add for visual flare.

Music: Background music to create tension.