Tankpunk

A post-apocalypse tank game

Version Alpha

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Version History

Alpha Release:

- Added most of the assets for tank, enemies, fields, obstacles, buttons, interface;
- Defined the tank controls;
- Added AABB collisions;
- Added 3 game levels;
- Level 1 filled with enemies;
- Tutorial screen created;

Table of Contents

Game Overview

The goal of the game is to survive through post-apocalypse land and reach signal center to send signal for rescue.

Game Play Mechanics

Tank will function both as players' base and weapon to survive the post-apocalypse.
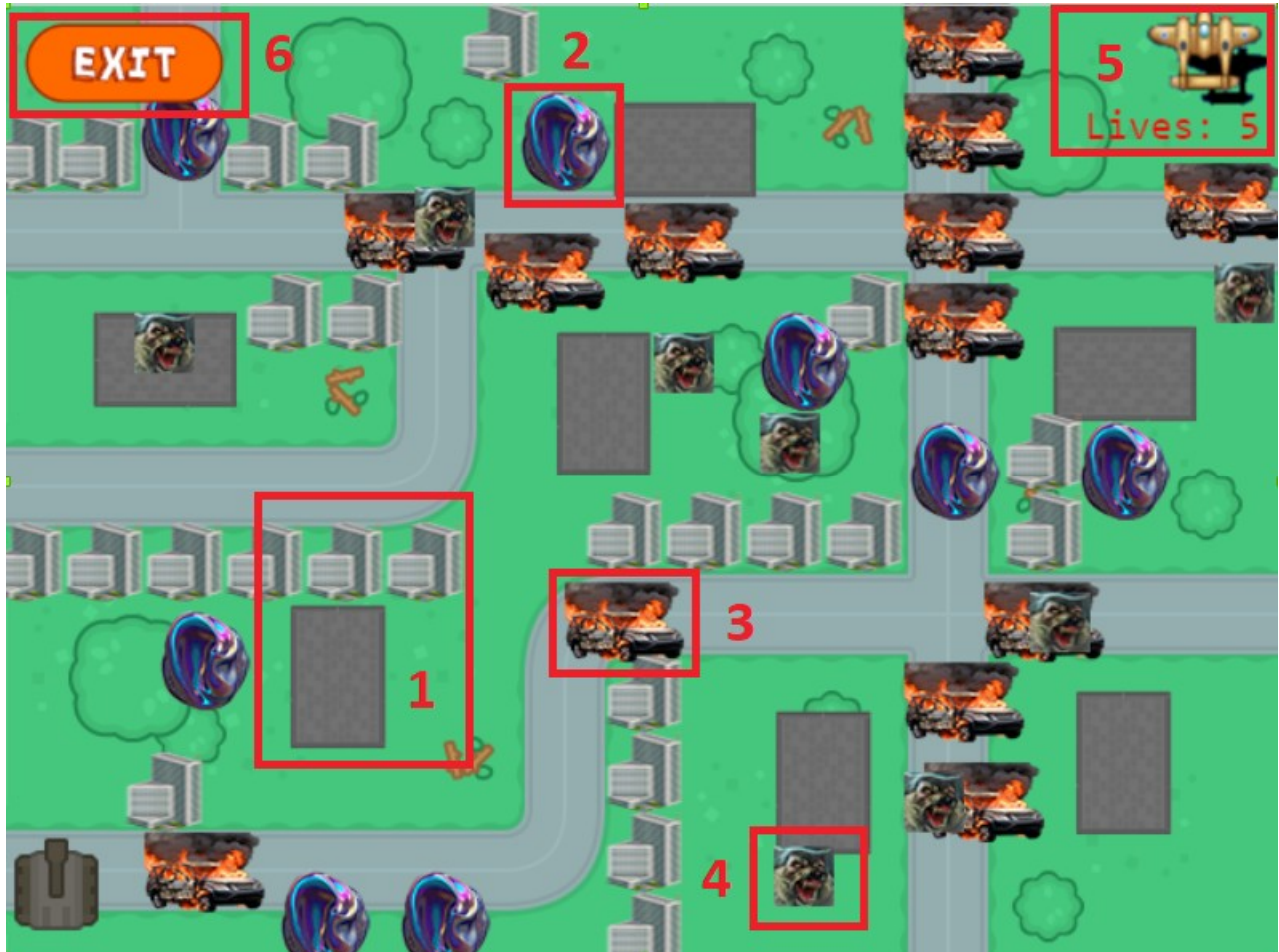
Camera

Top- down

Controls

Move ↑	W
Move ←	A
Move ↓	S
Move →	D
Fire	Arrow Keys to desired direction

Interface

1 – Houses and buildings delimit the way that the tank can go on, enemies can trespass it.

2 – Corrupted enemy, doesn't move, can be shot, if not and the tank hit it, the tank is destroyed and is game over.

3 – Cars are obstacles.

4 – Wolves, enemies that cannot be killed and move in different directions and speed.

5 – The safe spot, when the tank reach it the level ends and go to the next. As well the Lives label.

6 – Exit button that send you back to the menu.

Menu and Screen Descriptions

Game Menu

Description: Menu Screen with Start button.

Game Over scene

Description: Game Over screen appears when player's lives ends or when hit a corrupted enemy.

Game World

The background varies depend on the level, the first level, for example is composed by enemies (wolves and corrupted) and the player must avoid the obstacles and enemies in order to reach the safe point.

Levels

Level 1 is Wrecked City. The path is thinner and harder to navigate, there are wolves moving around the map, and corrupted creatures positioned amidst the roads.
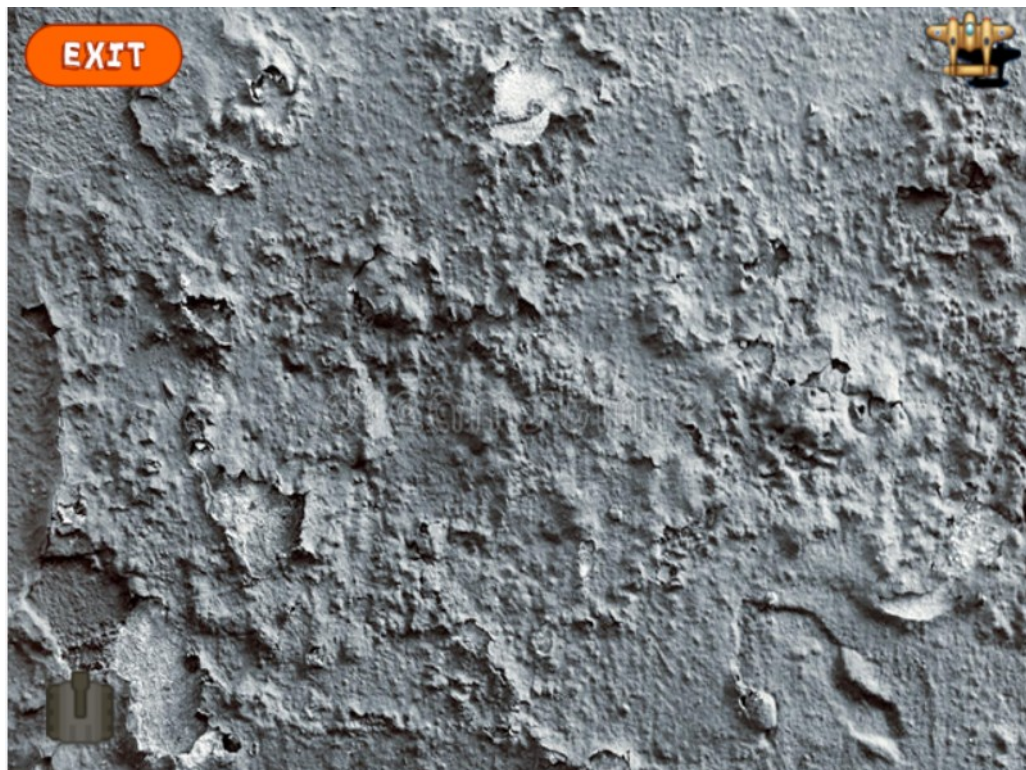
First Level
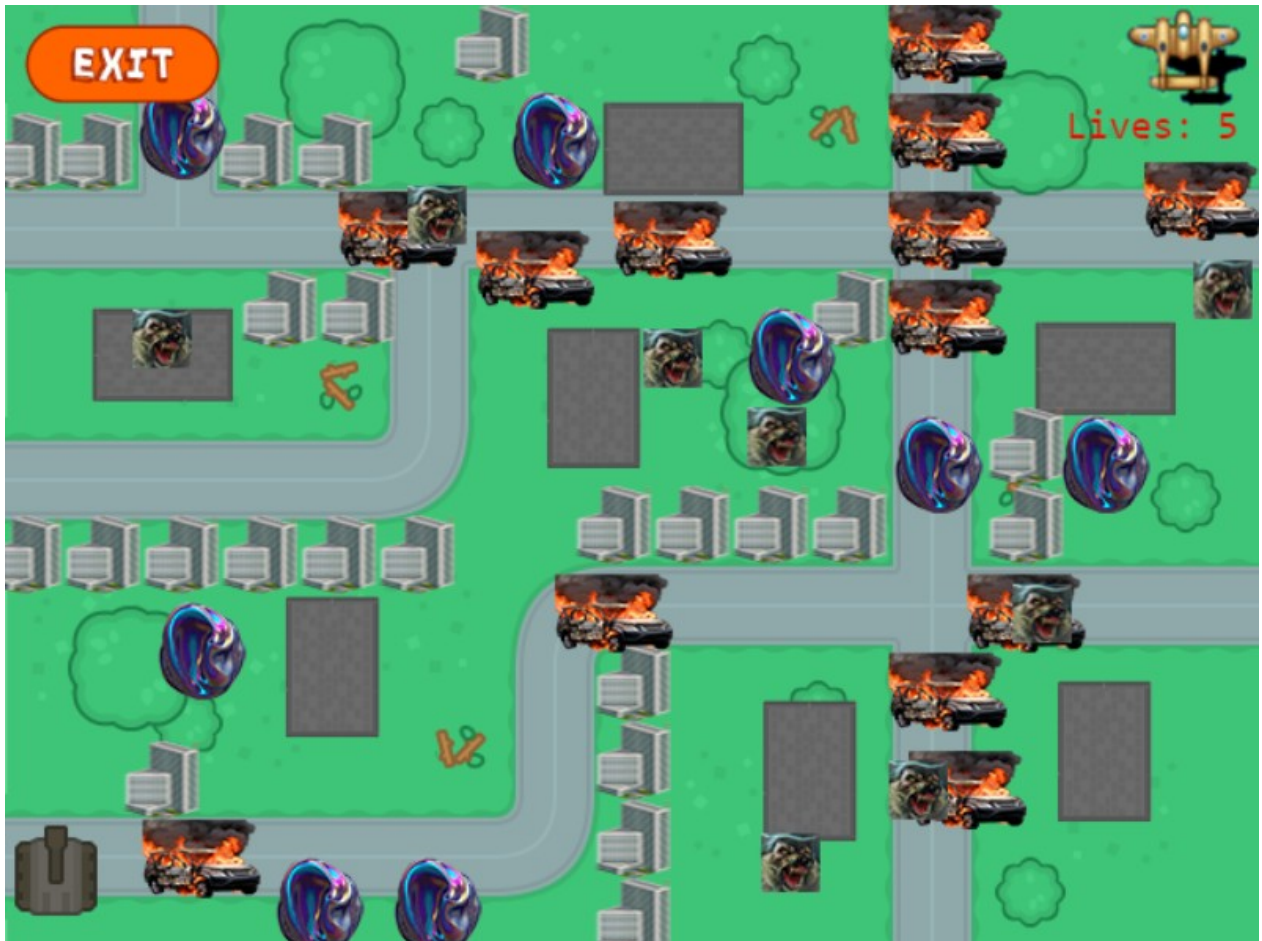
Level 2 is Dead Waste. It is a desert-themed map.

Level 3 is Frost Doom. It is an ice map.

Level 3

Vehicles

Tank – The Alpha's release Tank. Can shoot four directions.

Enemies

Wolf – Enemy that moves fast and can't be shot.

Corrupted – Enemy that can be shot, doesn't move, but can kill the tank instantly.

Non-player Characters

Airplane – Safe point, when the tank reach the airplane, it goes to the next Level.

Story Index

Through a post-apocalypse world the player will come across with the following scenarios:
- Wrecked City
- Dead Waste
- Frost Doom

Art / Multimedia Index

Tank

Wolf

 House

 Flaming Car

 Airplane

 Building

 Corrupted