Concept

Tank Battle

Start in an open world landscape, control your tank to seek out and destroy AI tanks while avoiding taking too much damage.

Terrain will be used for tactical advantage.

The focus will be on flow and feel.

Rules

You can move anywhere in the terrain which is surrounded by mountains.

Both players start with finite health and ammo.

Each direct hit takes away health.

Win condition: destroy all enemy targets.

Lose condition: take too much damage and your tank blows up and you die.

Both player tank and AI tanks will behave in the same manner, the AI will have no advantage in terms of tank speed, aiming speed, turning radius, etc. all tanks are the same in every way.

Requirements

Unreal’s starter content, I also downloaded some free landscape content to use so the game doesn’t look so blah.

C++ code and Blueprint to encode the tanks behavior, and to give the enemy tanks some AI behavior beyond “move towards player, shoot at player as soon as available”  
  
various sounds effects to enhance the atmosphere of the game, sounds of the gun being shot, the shells hitting and exploding, the engine idle sounds, engine revving sounds, a little bit of metal on metal squeeling to simulate the wheels moving on the tracks. A separate motor sound to accompany turret rotation and gun elevation changes.

Statis mesh: Simple tank comprising tracks, body, turret, and barrel.

Textures for visual flare.

Music: background music for tension

Various visual effects, smoke trailing the shells after they are fired, muzzle flash, the actual shell traveling, explosions when the shell comes in contact with something, particle effects (bits flying apart) to show a more realistic explosion. Dust being kicked up behind the tank as it’s moving,

Iterative Cycle

World: start with basic world, landscape.

Then

Tank: probably just a cube

Then

Controls: get the block moving,

Then

Player 2: need something to shoot at

Then

UI: tell us healths of us and targets, remaining ammo, reload cycle, remaining health

Then back to top, working on improving everything one step at a time.