

# **GAME DESIGN DOCUMENT**

## **Tank Attack**

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## **1. Executive Summary, Quick overview**

The game is a tank-survival game, called Tank Attack, where the player tries to survive for as long as possible while gaining points by destroying enemy tanks. Game has no level progression, but an arena which is randomly generated.

## **2. Target Audience**

Tank Attack is targeted at people, who are looking for simple games to play and have an interest in 8-bit themed games. Tank Attack is especially built to appeal for older players with the simple gameplay and similarity with games on old gaming systems.

## **3. Main Characters**

The main character in Tank Attack is the green tank controlled by the player. The game does not include any visible living characters.

## **4. Main Features**

### *4.1 Main mechanics*

Main mechanics of the game are moving with either WASD or directional keys, as well as aiming with the mouse. The tanks cannot however aim while moving or firing, which makes positioning and planning a bigger element in the game. Enemies of the game are defeated by shooting them.

### *4.2 Movement*

Tank in the game moves in a 2D plane, and has a rotating cannon, while the tank is stationary and not firing.

### *4.3 Physics*

Every obstacle and tank in the game is a physics object, so everything can collide, and nothing can pass each other's. This includes the ammunition that the tanks shoot, which will explode on impact.

### *4.4 Multiplayer mode*

Tank Attack is a solo survival game, so it does not have a multiplayer mode.

## **5. Genre, Setting, Concept Art book\***

Genre of Tank Attack is survival and is set to a desert arena. Art style of the game is 8-bit

## **6. Enemies, NPCs, Other objects**

Enemies in the game are modified tanks, that are coloured red and purple. There are no NPCs and other objects seen are the obstacles on the arena, which includes a wooden box and a steel beam.

## **7. Story board, script\***

### *7.1 Story overview*

Tank Attack is a survival game, so there are no story elements.

## **8. Technical definitions, Tech guide\***

### *8.1 Platforms, versions*

Currently Tank Attack is only built for PC as of version 1. Mobile port might be coming with version 2.

### *8.2 Control Scheme*

Controls for the game are:

- WASD/Directional keys for moving
- Mouse for aiming
- Mouse1 for shooting

### *8.3 Limitations*

The game should have no limitations.

## **9. Business definitions\***

### *9.1 In-app purchases*

There are and will be no microtransactions in the game.

### *9.2 DLC packs*

Possible future DLC pack could include tank customization as well as different themed maps.

## **10. Outsourced/Bought Assets**

The animation for explosions are from an Unity Asset store packet and music for the trailer and game is a royalty free song [from https://www.fesliyanstudios.com/royalty-free-music/downloads-c/8-bit-music/6](https://www.fesliyanstudios.com/royalty-free-music/downloads-c/8-bit-music/6).

Sound effect for the game were made with: <https://sfxr.me/>

Pixel art for sprites was made with: <https://www.pixilart.com/draw>

Help for the code was found in Unity's own forums, as well as from numerous Youtube tutorials.