Battle Tanks GDD

Concept

The player’s tank will be against an enemy AI tank in a 1v1 battle. The area will be a low poly landscape surrounded by mountains.

Rules

The player will be able to go anywhere that is physically possible, and they will be limited by the surrounding mountains. Both tanks will have a finite amount of health and ammo and they will lose health when hit. The surviving tank wins.

Requirements

**SFX:** Gun firing, explosion, engine, turret moving and barrel moving

**Music:** Music to create tension

**Static mesh:** Simple tank made of turret, barrel, tracks and body

**Textures:** Any suitable textures for terrain, tank etc.

Controls

|  |  |  |  |
| --- | --- | --- | --- |
| Intention | Manual Control | Fly-By-Wire Control | Actuator(s) |
| Forward | Both triggers pressed the same amount | Left stick forwards/ W key | Both tracks move forward at the same speed |
| Backwards/ Braking | Both bumpers pressed | Left stick backwards/ S key | Both tracks move backwards at the same speed |
| Moving Turret/ Camera | Move left stick | Right stick/ Mouse | Turret rotator |
| Turning Left | Right trigger pressed more than left trigger | Left stick left/ A key | Left track moves faster |
| Turning Right | Left trigger pressed more than right trigger | Left stick right/ D key | Right track moves faster |
| Elevate Barrel | Left stick | Right stick/ mouse | Barrel Elevator |