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.