Tankoid

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# Requirements

* Multiplayer - oriented
* Games should be short enough ( a half, max – one hour)
* Low system requirements
* Game should be not linear, there are many strategies and tactics should be in.

# Main conception

There are a several game types. For example:

1. Base defense. Command game. Task is to destroy enemies building.

* There are some tanks, controlled by AI on every side (“Creeps” “Bots” “Mobs” )
* These tanks are source of points. Players can buy upgrades for this. May be points will be on map, may be bonuses?
* Different player’s tank type ( for example – Minesweeper, heavy tank, light tank, command tank e. t. c. whatever )

Main conception is to get the points, buy upgrades and try to win.

# Details

* Tanks can move in one direction, but fire shoot in another direction. Full rotate on 360 degrees
* Probability features (for example: % critical hit, % wall broken, % breakage )
* Speed of bullets should be optimal: no way to avoid them every time, or it is hard.

# Comments