Tank Game GDD

# Concept

A duel between two tanks. One player controlled tank versus either an AI tank or another local player.

Hilly open terrain will be used to provide cover as they try to destroy one another.

The turrets will slowly reload so the player should try to plan their shots, but I am not including a max ammo since it is no fun to just sit there waiting for your inevitable death when you run out of ammo, and adding ammo boxes feels implausible when you are dealing with tanks.

Aiming will be kept separate from the steering/driving.

# 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
* The last player standing wins

# Requirements

* A terrain height map
* Animateable tank models
* Sound effects
  + Engine
  + Gun Firing
  + Explosion
  + Barrel moving
  + Turret moving
* A hud to display your current damage.
* Textures
* Background music
* Effects
  + Projectile hit effects
  + Smoke and fire to show damage on enemy tank
  + Pretty explosion upon death as a nice visceral reward for killing the enemy tank.

# Future additions (The No List)

* Trees and other props to decorate the landscape.
  + Learning to use the procedural foliage tool would be the next level of this
* Multiple Maps for variety
* Multiple Tanks also for variety