Game Ideas

* Tank battle game.
* Single player and multiplayer mode.
* Single player vs System AI enemy tank battle.
* Multiplayer with friends and System AI enemy tanks.
* Multiplayer shoould be local and be implemented with WiFi.
* Game should also have mines.
* Mines should be indicated so that tanks can evade.
* Tanks should be able to dodge projectiles.
* Tanks start off with fixed number of projectiles.
* Number of projectiles can be dependent on enemies or can be fixed.
* Aircrafts should drop bombs sometimes.
* Tanks should be able to ram into one another.
* Terrain should be procedurally generated and falling into water, quicksand, etc should either halt the tank or slow it down.
* Tanks can explode either by being hit by a projectile or by mine exploding.
* In multiplayer, the name of each player must appear and AI enemies should have “AI” text over them.
* Tanks should also show impact of firing projectile.
* Projectile should be alive for fixed period, then it vanishes.
* Mines lay waiting for any tank to explode.
* Aircraft should not appear too offten or too rarely. Frequncy of appearence should make the game engaging not boring or overwhelming.
* Game window should be fullscreen.
* Arrows at the corner should point to the other tanks in game. AI has access to all tanks’ locations.
* At the start of the game all tanks should be placed randomly around the game map.
* This game has no concept of cooperation, every man for himself. At the end, the tank with most kills wins. If more than one tanks make the same number then they tie.
* Terrain should be procedurally generated. Features like land, pond, quicksand, should be present. There can also be trees and shrubs and even rocks too.
* If projectile hits anything other than any other tank then projectile expodes and causes no damage. Otherwise if a projectile hits a tanks then the tank dies.
* The frequency of shrubs, trees and rocks should be enough that neither AI tank nor player tank is not able to take adventage of the fact that it knows the direction of the other and fire blindly. There should be a decent chance that projectile hits a non–tank entuty in blind fire.
* Every action should have an associated sound effect. Game can have background music.
* Falling in water or quicksand should not hamper the tank’s ability to rotate.
* The tank and its gun rotate together. The tank can move forward or backward. And it can rotate either clockwise or anti-clockwise.