Tank Battles Games Design Document

Summary:

Tank battle will be a third-person vehicle based arena game. In which the player will have control over a tank and all its systems to destroy other tanks whether they be players or AI this could be in teams or solo play.

Gameplay:

Will be third-person based with the mouse being the control fro the barrel of the main weapon of the tank and left mouse button used to fire the weapon and right mouse button used to aim in or zoom in to look at target though this will disable movement. There will be ammo and health pick ups around the map thou these will be one off spawns to balance the game. There will be 2 other power ups such as double speed with doubles the players or AI speed and double damage which doubles the player damage.

Requirements:

.A tank base model as well as textures for that model.

.A terren for the game to be played on.

.A main menu UI and Player interface UI

.SFX for tank and music for menu and game

.C++ code

.