<u>Early systems doc</u>

Win state score enough goals to fill the opponents with enough balls

Loss state have your space filled with balls

Systems

<u>Collecting</u>

- Your tank collects a max of 10 balls at a time by driving over them
- The player can use these balls to shoot for the target
- The balls as they fill the room interact with the tanks physically making it harder to move as the space gets filled

<u>Scoring</u>
- To score a player tank fires a ball at a target
- Fire in a direct line
- One at a time
- As you hit a target on your side, 10 balls will drop into the opponent's side
- The more balls on the opponent's side the harder your target gets to hit, in tiers of difficulty

Each tier is mutually exclusive

20: target moves left to right consistently
80: target moves left to right in an inconsistent manner, stuttering occasionally, making the movement more sporadically
120: target gets smaller
160: targets stays small and starts moving

<u>Movement</u>

- Tank movement
- Move slower when carrying more balls
- Move slower/rough terrain when driving over balls

<u>Shooting</u>
-
  Aim with mouse
- Shoots in direct line not arc
- Bullets have travel time