



Blog #2 - Game Design & Milestones

Welcome to our second blog! Today's blog is exciting because it will be defining the game design and three milestones in the development process.

The name of the game is...

TANKZ - Game Design

TANKZ will be a topdown 2D tank game with 3D graphics. The full game will consist of some different gamemodes, some very competitive styles like 5v5. We also would like a battle royale mode, and an ARCARDE version with sub gamemodes, like 1v1, prop hunt and other stuff, but for the GMD1 course project, we will only be focusing on creating a 1v1 gamemode. The ARCADE will have a **orthographic** view, where as the later gamemodes will be **perspective** view, and be tilted at an angle to give the game a more 3D and interactive feel.

This game will focus on having fast and fun gameplay, that is simple but still requires skill and gives a thrill and excitement. For the final game it's also important that everything from sound to visual effects are very crisp, smooth and on point, so it gives a very pleasing feel for the user.

ARCADE - 1v1 gamemode (GMD1 Scope)

This gamemode will be focusing on creating a gamemode that is strongly inspired by the old Y8 game, "AZ Tanks". The game should aim to be playable locally on one keyboard, and for the GMD1 course also be playable on the Arcade machine.

This mode will have maps that are like mazes, and each player will spawn at a point on the map, and then have to shoot each other. While the game is ongoing there will be spawning power-ups, that will enhance the tanks turret to shoot projectiles with other features, and shoot at different rates, fx like a gatling gun shooting out a burst of small projectiles, or an railgun shooting through the walls of the map.

Milestone #1

The first milestone is to be able to control two tanks on one keyboard, and be able to shoot and destroy each other.

Milestone #2

The second milestone will be having a maze that you spawn in, and then there will be upgrades on the ground to enhance the turret, and after dying a new round will start and the player who won will gain a point.

Milestone #3

In this milestone the players can now play the whole game with the joysticks of the arcade, the game is tested and working, and final touches will be made to the game. At least the GMD1 version of the game. After the GMD1 course the game will continue development.

Final Touches

If there is extra time, it will be spent updating graphics, using low-poly art style, and slowly perfecting the game's graphics which in time will be a big part of the game's vibe and feel.

Below is an image of kinda what the final style should be like.



