

## Game concept

The game I am going to make is a 2d turn based tank game, where players control a tank and try and shoot down their opponents, the way they will achieve this is by aiming their turret at the desired angle to try and hit their opponent, they can also move their tanks but their distance travelled is limited. The player can move his tank a certain distance until their fuel runs out however after each turn it replenishes. Throughout the game there will be care packages that randomly drop which the player can drive to and pick it up for better armour, weapons and attributes which could help them throughout the game.

The goal of the game is to simply destroy the opponent, the opponent is also controlled by another player, but an AI opponent will be introduced later on, the player would need to strategically locate themselves so they are able to target the enemy without being targeted by the enemy in return. The game would offer different maps which would create different game styles for the players.