

Tank Rampage

AMANDA J. KENDAL-BROWN & ABDULHAI ALMONTASHRI

This game is about a rogue tank that decides to destroy a city. The tank will try to destroy houses and cars and for each house, car, and mine it destroys, you will gain points. The main and focus character is the tank controlled by the user.

Since the main character is you and you are the operator of the Military Tank that has gone rogue, the main objective is to destroy mines that are blocking your path in order to proceed, you will have to shoot all of the mines that are in your way to gain points from each target that you demolish. The longer you last the more points you receive. Of course you will have to be careful of destructive mines that have been put all around the town to destroy you. Ammo packs will be randomly generated on the course, to make the game play strategy a bit harder.

The tank will take a straight path down the Main Street of the town. On Mouse click in the area, a cannon ball will shoot in the area that the cannon is focused on. For each item that the tank destroys, the player will receive 5 points. Mines will be placed periodically on the course, for each mine the tank hits, the user will be award 15 points. If the user runs over the mines, it will result in the death of the tank and end the game.

This is a reaction game for the user. The fun will be from destroying objects and using the tank to beat their previous high score. Players will also be rewarded points the longer they survive on the course and the more objects they destroy.

The game will have a visual experience, the texture will look as if it is real with a hint of a cartoon feel, and it will be in 3D. There will be obstacles that will give extra points if destroyed such as, cars, houses, mailboxes fences and trees. The main obstacle will be mines. Background objects such as streets, sidewalks, grass and fire will be make the game feel more appealing when objects explode.

User Controls

Left Arrow Key/A – Will move the tank to the left of the street.

Right Arrow Key/D – Will move the tank to the right of the street.

Mouse Movement – The barrel of the tank will move with the position of the mouse.

Left Mouse Click – A Cannon Ball will be fired to the position your mouse is currently hovering.

Additional Scoring

5 points – For a building, car, or tree hit.

15 points – For the destruction of a Mine.

12+ Ammo – when tank runs over ammo packs.

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	Amanda	Abdulhai	Asset Store
	In charge of User experience, and layout of the environment	In charge of how the tank interacts with the environment, and user controls.	
Scene: Main Menu			
Scripts	Class LoadMap		
	OnTriggerEnter()		
Scene: scene			
Scripts		Class Tank	
		MovePlayer()	
		Shoot()	
	AssignPoints()		
	OnTriggerEnter()		
	checkShots()		
	endgame()		
		Class CannonBall	
		OnCollisionEnter()	
		StartFlame()	
	StartExplosion()		
	updateScore()		
	Class GameMenuScript		
	onClick()		
	onHover()		
	exitHover()		
	Class LoadMap		
	onTriggerEnter()		
	Class DestroyMine		
	OnCollisionEnter()		
Scene: EndGameScene			
	Class QuitScript		
	onClick()		
	onHover()		
	exitHover()		

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Prefabs			
	Burn Mark		
			bush_1
			bush_2
			bush_3
			bush_4
	CannonBall		Texture
	Ammo		Texture
	Explosion		Particle System
	Amanda_House_1		
	Amanda_House_2		
		Car_1	
		Car_2	
		House_1	
		House_2	
	Truck		
		Mine	
	MineExplosion		ParticleSystem
	TankSmoke		
			Hot Dog Trunk
			Pizza Car
			Pizza Shop
			Appartment
			Street
			Sidewalk
			Grass
	SkyDome		
			Clouds
			Tank
Sounds			
	CannonShot		
	Explosion		
	FireBurning		
	MineExplosion		
	TankRolling		