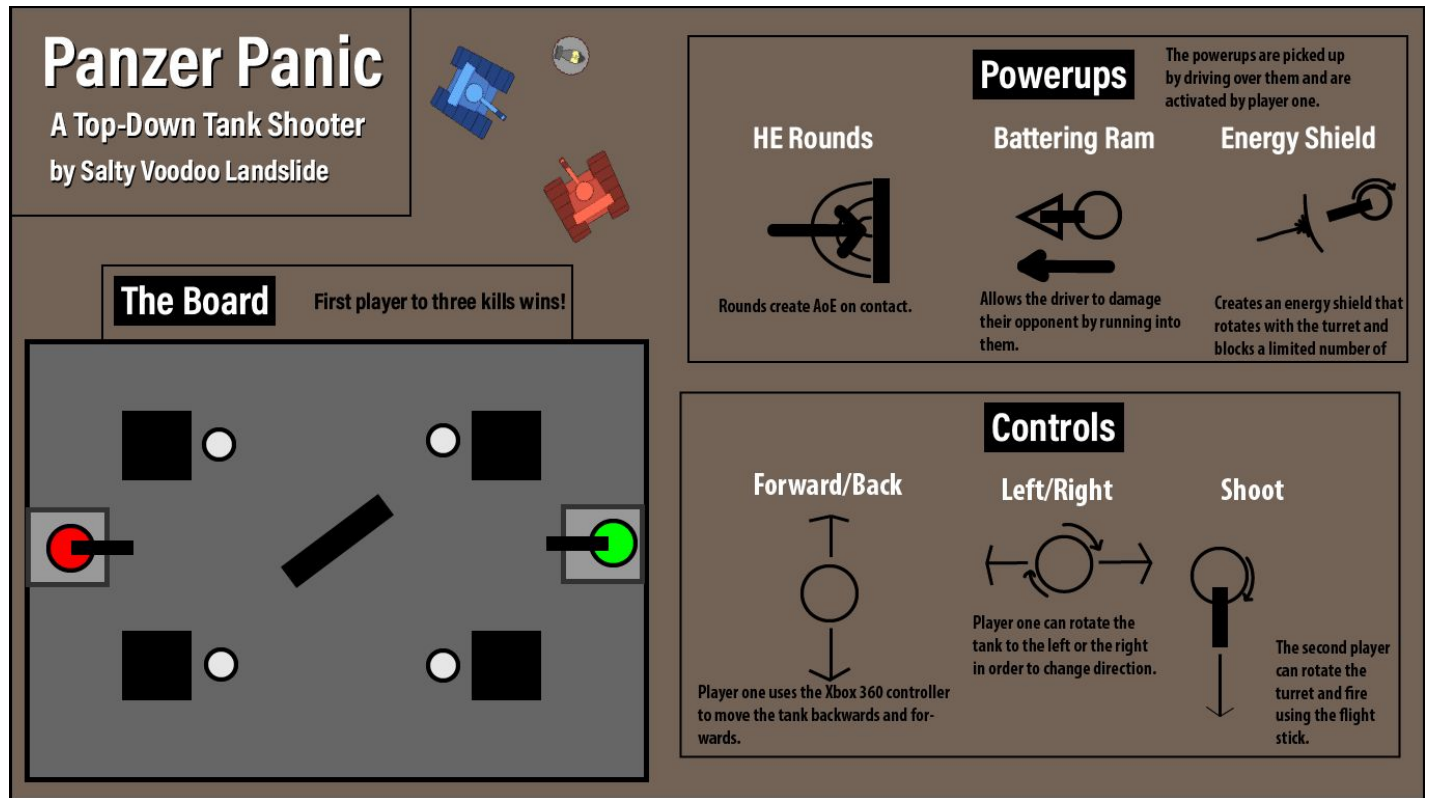


# Panzer Panic

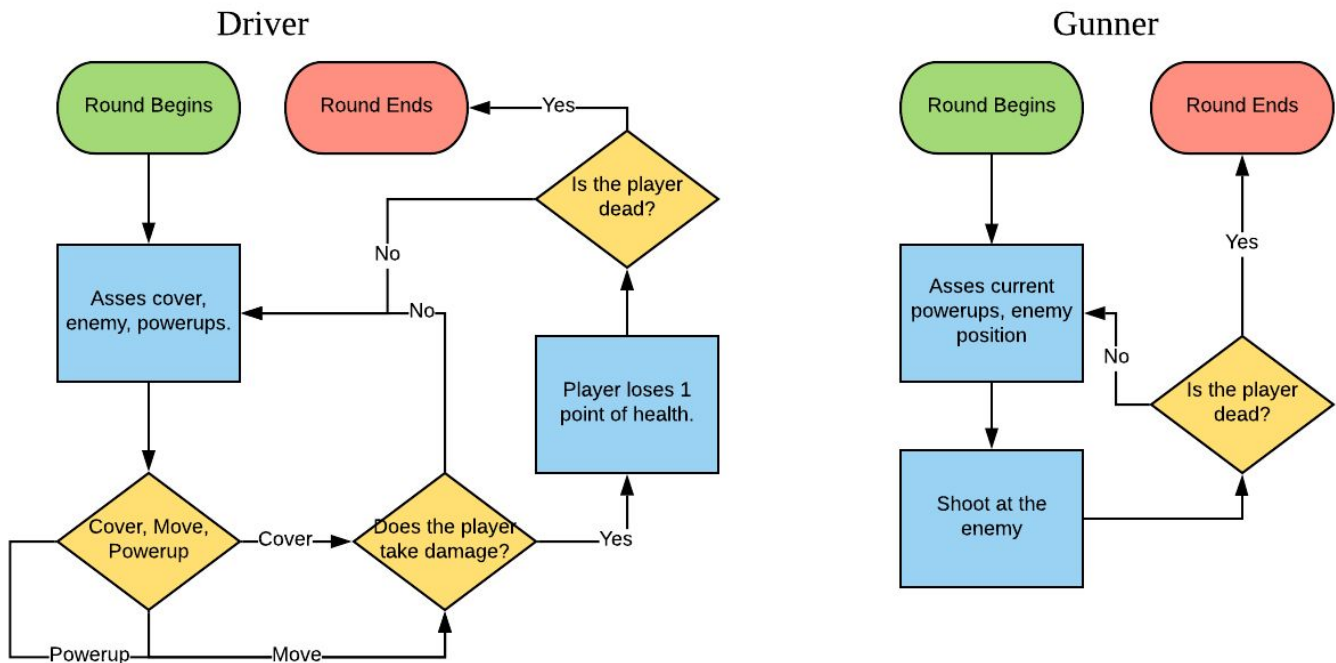
Visual Design Guide

Evan Goldring

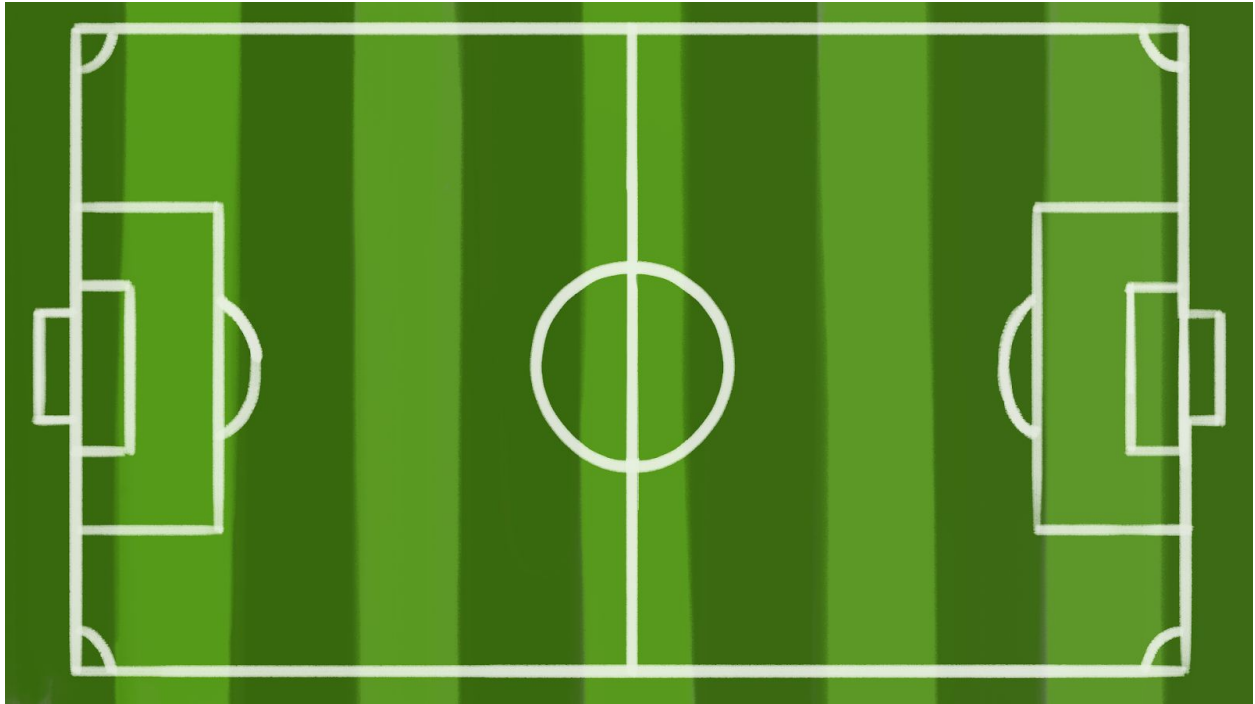
04/29/2019



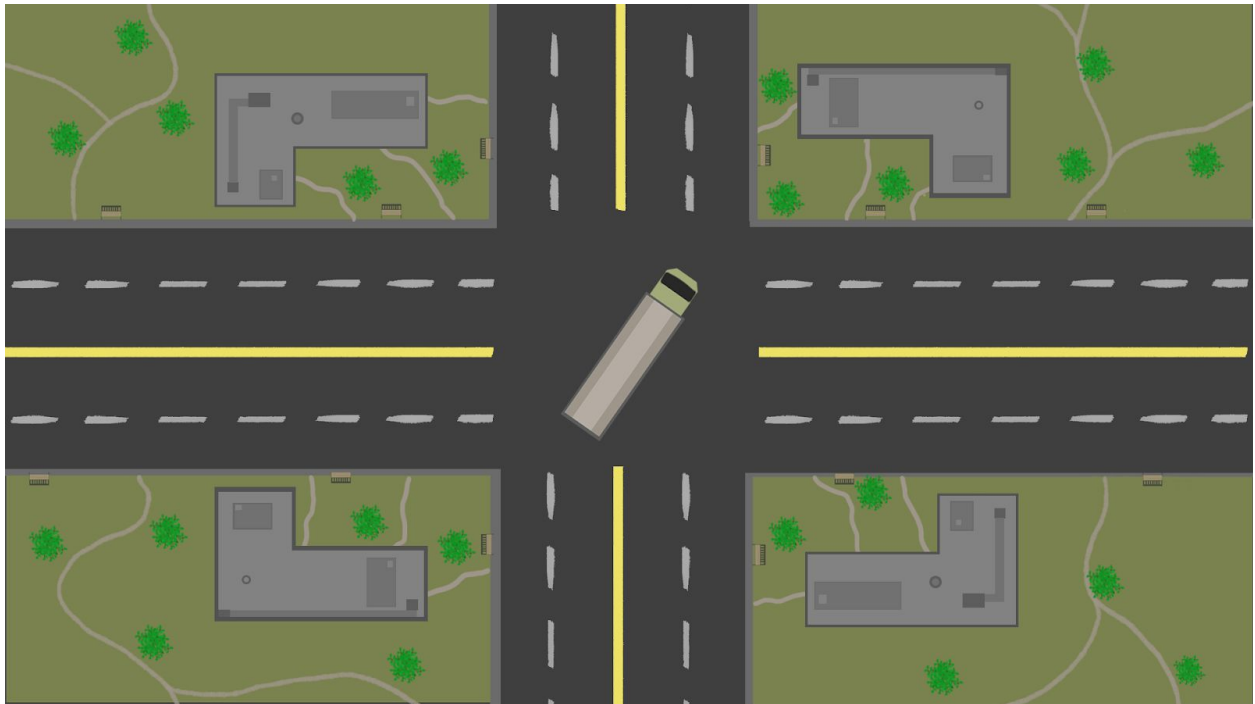
## Game Flow



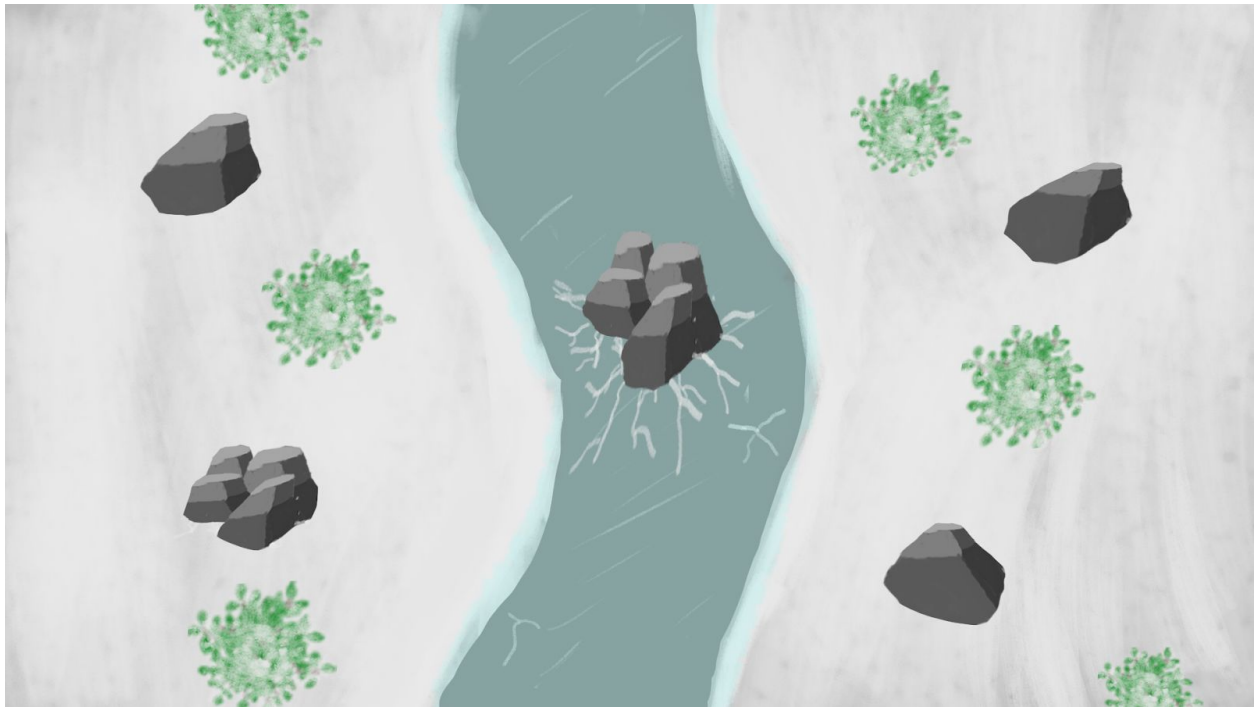
## Level Design



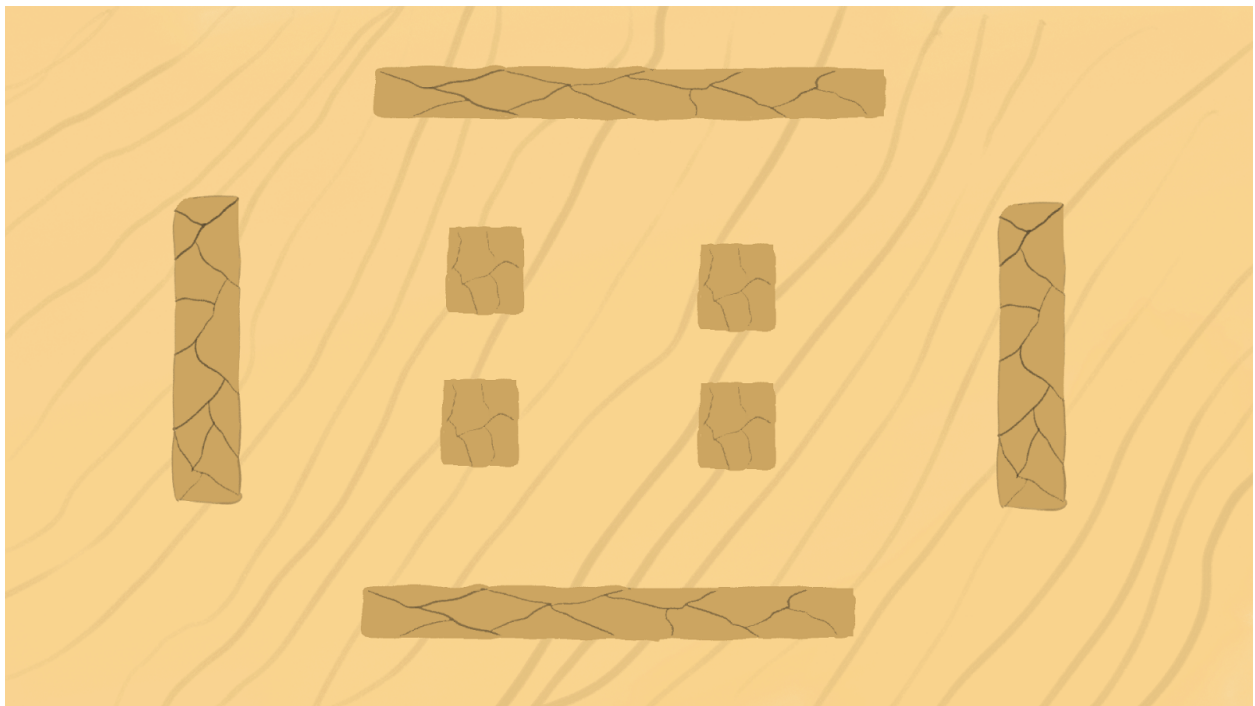
A soccer field. No cover as the goal is for the players to try and score on the enemies goal using the soccer ball.



A cityscape that features a medium amount of cover to ensure faster paced matches.



An arctic environment that features a frozen river with reduced traction for the tanks.



A desert environment with a lot of cover providing players with a slower match.