Battle Tanks Game Design Document

Going for single tank v. single tank simulator to play against

Running with a concept of an RPG style battle tank simulator.

Tanks will spawn with increasing difficulty to defeat. As you destroy enemy tanks, you will earn some form of in-game currency. After you are eventually defeated, you will go to the game store and be able to upgrade your tank with the currency you have earned. You can then play again and attempt to make it further than you did the last time.

You will defeat tanks by successfully hitting them with a projectile from your turret. Depending on their Armor Class and the strength of your projectiles will determine how many successful hits are required to defeat an enemy tank.

Also explore including AI tanks that are a part of your “Army” that will help you win. Basically AI that fights for you and recognizes you.

We’re going to make an iterative process –

World

Tank

Controls

Player 2 – AI or a player

UI

Back to World