Battle Tank Game Design Document

Concept

* 2 player tank game controlled by a player and computer AI or possibly a second player.
* Both tanks will strategically move about the map attacking or defending. Terrain will provide cover as needed as the tanks move
* Last tank standing wins. Player wins by reducing enemy life to zero.

Rules

* Each tank will spawn on different ends of the map. Maybe randomly in a given area.
* AI will have to follow the same model for controlling the tank parts as the player. Providing a more evenly matched experience.
* Tank will have the same features and ammo. Unless possibly increasing difficulty of the other AI tank.
* Turrets will exist to destroy nearest enemy and can be destroyed.

Requirements

* Menu system
* Sound effects for firing, damage, movement, gun movement, turrets.
* Explosions.
* Closed terrain. (Can’t leave map)
* Tank and turret AI.