**TANK BATTLE**

**GDD (Game Design Document)**

**CONCEPT :**

* Tank battle is an open-world head-to-head tank combat game
* The terrain will be used for tactical advantage (przewagi)

**RULES :**

* You can move anywhere in the terrain, which is surrounded by mountains
* Both players start with finite (ograniczonym) health and ammo
* Each direct (bezpośrednie) hit takes away health
* The last player standing wins

**REQUIREMENTS :**

* **SFX** :
* Gun firing
* Explosion
* Barrel (lufa) moving
* Turret (wieżyczka) moving
* Engine sound
* **Static mesh** : Simple tank comprising tracks, body, turret and barrel
* **Textures** : Later-on we will want to add for visual flare
* **Music** : Background music to create tension (napięcia)

**Interative Cycle :**

World --> Tank (weapons system) --> Controls --> Player 2 (AI) --> UI