Software Requirements Specification

Voxel Engine Tank Game

Goals and Requirements

* 1.0 There shall be at minimum two tanks.
* 1.0.1 The tanks shall be able to traverse a vertical height of one block.
* 1.0.2 The tanks shall be able to survive at least 5 collisions with the projectile block.
* 1.1 The game shall have destructible terrain.
* 1.2 The tanks shall shoot projectiles to attack.
* 1.2.1 A new projectile block will be implemented.
* 1.2.2 The projectiles shall destroy surrounding terrain.
* 1.2.3 The projectile will have at minimum a range of 15 blocks.