

Battle City x Vampire Survivors

Summary

A fast-paced mashup of **Battle City** and **Vampire Survivors**. The player controls a single tank inside a retro arcade cabinet, surviving increasingly dense enemy waves with **autofire, unlimited bullets, and simple upgrades**. No meta-progression, no grind. Each run is self-contained, short, and explosive.

Platform & Tools

- **Engine:** Unity
 - **Perspective:** Top-down 2D
 - **Graphics:** 8-bit / NES-inspired
 - **Resolution:** Fixed, arcade-style viewport framed inside an on-screen arcade cabinet
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Player Experience Goals

- Immediate action, zero onboarding friction
 - Constant pressure from enemy density
 - Power fantasy through screen-filling bullets
 - Short, replayable runs (5–10 minutes)
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Core Gameplay Loop

1. Player spawns with tank and base
 2. Enemy tanks spawn in waves
 3. Player survives using movement + autofire
 4. All enemies defeated
 5. Choose **one upgrade** and the next level begins with higher intensity
 6. Game ends when **player tank OR base is destroyed**
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Controls

- **Movement:** WASD / Arrow keys (8-directional) / Left Stick
 - **Aiming:** Mouse position / Right Stick
 - **Fire:** Automatic (always on)
 - **Rotation:** Cannon rotates smoothly toward cursor
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Combat

- Unlimited bullets
 - No reloads, no ammo management
 - Bullets collide with enemies and environment
 - Enemies overwhelm through numbers, speed, and patterns
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Enemies

- Classic Battle City–inspired tanks
 - Simple behaviors:
 - Rushers (direct movement)
 - Shooters (distance-based firing)
 - Tanks that target the base
 - Enemy count and spawn rate scale per level
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Base

- Stationary structure to defend
 - If destroyed, run ends immediately
 - Forces positional play and prioritization
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Win / Lose Conditions

- **Win:** Clear all enemies in the current level
 - **Lose:** Player tank destroyed OR base destroyed
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Possible Upgrades

Chosen after clearing a level. Examples:

- Fire rate increase
- Bullet size
- Pierce
- Cannon rotation speed
- Movement speed
- Bullet spread
- Back/Side cannons

No permanent progression. Every run starts equal.

Art & Presentation

- Chunky 8-bit sprites
 - Limited color palette
 - Screen framed inside a **retro arcade cabinet**
 - CRT effects: scanlines, slight screen curvature, flicker
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Audio

- Chiptune background music
 - Punchy, short SFX for firing, hits, explosions
 - Increasing audio intensity with enemy density
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Scope Notes

- No bosses (optional stretch goal)
- Minimal UI
- Focus on feel, density, and polish over content variety
- One arena reused with escalating difficulty