**Concept:**

Game will about two tank battling an arena. The battle will be in different rounds rather than kill to win scenario. Each player will get a chance to win back glory. When Battle start two tank will travel in arena through some path and then battle. These both tank will have limited health and ammo. After one is killed, they will spawn back at the original spawning location. He will then walk back in the battle to take revenge.

The tank in the arena can now pickup health to repair itself and will get some ammo. When the new tank will walk in the arena, he will not be able to shoot and will be invulnerable for some seconds. The battle will begin as the newly entered player’s invulnerability wears off.

The aim is to provide the player with constant action.

**Rules:**

If someone kills the other player for consecutively three times, will get an ability. Which can be either to recharge the full health or call air strike on said location.

Player have to predefine the number of rounds they want to participate.

Winner will get honor points, which will increase his rank that will display a badge with his nick.

After the battle finish the Player will see UI Screen with Kill/Death Ratio, Ammunition used, Health Pickups and other information.

**Game Asset Requirements:**

One Fancy tank

Fancy models for ammunition

Fancy Repair Icon to refill health

One BG Music General

One Hype Music when player health reaches below a certain threshold

Sound Effects:

1. Tank Treads sound
2. Engine sound
3. Barrel rotating sound
4. Shell pulled out sound
5. Shell loaded sound
6. Shell shoot sound
7. Impact sounds
   1. Impact on other tank
   2. Impact on the ground
8. Shell Projectile sound of some sort for near miss effect
9. Low health Beep
10. Ability sound
    1. When health is refilled
    2. When Air Strike is called

User Interface:

1. Main Menu Screen with Tank
2. Setting Screen
3. Level Win Screen
4. Level Lose Screen
5. Confirmation dialogue