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CSC-285

Game Proposal

Tank Trail

Tank Trail is a four to six player role-playing game that takes place during WWII. Within the teams, players will be assigned one tank and a tank commander and must make their way through a difficult and challenging trail that consist of multiple scenarios. Players will roll two 6-sided dice to move their tanks along the trail, collecting crates consisting of loot, ammo, armor, firepower upgrade, and first aid kits. While moving along the trail, players will face off against various tanks of different strength and Firepower. Players will also have the option to improve the strength and firepower of their tank by using earned loot for upgrades. The end goal is to make it through the tank trail first without losing your tank.

Unlike traditional tabletop Role-Playing Games controlled by a gamemaster/ referee, Tank Trail uses an automated game master. The automated game master will be responsible for creating various scenarios for each player throughout the entire game. Scenarios will range from tank battles to vehicle breakdowns. However, each player must roll a set of dice to determine their own fate.

During gameplay, players will break up into teams of 2 or 3, and will determine their battle country, tank, and character level by rolling a dice. The team that rolls the highest number will have the advantage of picking ally or axis first. Although every country has similar strengths and weakness in tanks and characters, some countries may have an advantage over others. Though this is a team game, players will be responsible for determining their tank and tank commander by rolling a die. Once the teams are finished setting up, they will begin their journey across the world engaging in multiple battles and scenarios. The key to winning the game is teamwork. Players must work together within their teammates to accomplish the end goal, which is survive the tank trail.