This will be a tank battle game. The player will control a single tank and will fight against either AI opponents or another player. The tanks will only have the main turret available, and all players, AI or otherwise, will have a limited number of shots

Win condition:

Enemy runs out of shots

Player destroys enemy tanks

Lose conditions:

Player runs out of shots

Enemy destroys player’s tank

Requirements:

Audio:

Tank firing

Tank hit

Explosion

Turret moving

Tank moving

Tank reloading

Win

Lose

Models:

Tank with textures

Gameplay:

Players will have five shots

Moderately fast reload time (1-2 seconds at most)

Tanks will be slightly faster and more agile than in real life in order to be more fun

Tanks can take 2-3 hits

Ability to restart