**Tank Battle**

*Game Design Document*

**Concept**

Tanks fight against each other. They need to overcome the terrain.

Split screen is optional, otherwise the player will play against an or multiple AI(s).

Focus will be on flow and feel.

**Rules**

* You win if you kill all the tanks.
* You lose if your tank’s HP gets to 0.
* You can use the whole terrain.

**Requirements**

* At least one 3D tank model.
* SoundFX for shooting, turret moving, tank engine & movement.
* Some textures for visual flare.
* Background music to create tension.