

Project Design Document

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Project Concept

1

Player Control

You control a

Tank either an attacker tank or a defender tank

in this

Side view 2D

game

where

the user has to press left/right key and up/down which

makes the player

tank move ahead or behind and change the attack/defend angle respectively.

2

Basic Gameplay

During the game,

the player tank attacks using weapons or defends using defense items selected from the player inventory which is loaded during the start of the game randomly or by choice which

appear

from

a side view

and the goal of the game is to

protect your tank from your opponent or destroy the opponent before you are out of inventory

3

Sound & Effects

There will be sound effects

of weapon attacks and defense system building

and particle effects

of damaging of terrain, defense system and the tanks

[optional] There will also be

sound effect in the menu which will be a music and audio while loading your inventory

4

Gameplay Mechanics

As the game progresses,

Player's will have used some of their weapons or defense items and need to properly strategize the future resource

making it

difficult for the opponent to choose the next item from the inventory by predicting the other player's move

[optional] There will also be

A bonus round where players can get back one of the items from their inventory

5

User Interface

The

will

whenever

health

decrease

Whenever the player tank is attacked

At the start of the game, the title

and the game will end when

Tank fight

will appear

tank health reaches 0 and the player is out of weapon

6

Other Features

The game can be played as a multi-player game

Project Timeline

Milestone	Description	Due
#1	<ul style="list-style-type: none">- Setup the main camera for the game with primitive objects for tanks, terrain, menu and weapons	09/16
#2	<ul style="list-style-type: none">- Defining boundaries for the game and designing & importing assets for game	09/21
#3	<ul style="list-style-type: none">- The player tank will attack or defend turn by turn.- Player tank's health decreases when successfully attacked by the other tank.- The weapons or defense item to be selected when its your turn- Attacking player tank loses if it is out of weapon and the defending tank is still alive.- Defending player tank loses if health is 0.	09/30
#4	<ul style="list-style-type: none">- Sound effects to be added- Bonus rounds to be added.- Weapon attack to be refined to look more realistic	10/11
#5	<ul style="list-style-type: none">- User testing of the game to done and bug to be fixed in iteration	10/26
Backlog	<ul style="list-style-type: none">- Player can buy more specialized tanks- The game to be made multi-player	09/30

Project Sketch

POD

