**TankBattle - GDD**

Concept:

- Tank battle is an open-world head-to-head tank combat game;

- The terrain will be used for tactical advantage;

- The focus will be on flow and feel;

Rules:

- You can move anywhere in the terrain, which is surrounded by mountains;

- Both players start with finite health and ammo;

- Each direct hit takes away health;

- The last player standing wins;

Requirements:

- SFX: gun firing, explosion, barrel moving, turret moving, engine sound;

- Static mesh: simple tank comprising tracks, body, turret, and barrel;

- Textures: later-on we’ll want to add for visual flare;

- Music: background music to create tension;