ITz TANKZ!!

# Concept

This is a fun single player (currently) sand-box game. Player will control a tank on a barren terrain with other NPC’s (AI) attacking him. The terrain of the game will used for tactical advantage. The focus of the game will be on the flow and feel.

# Rules

1. All the Players will be in Tanks
2. Players will have limited ammo and health.
3. Tanks will have only 1 weapon i.e. Rockets
4. All the rockets will fire in a parabolic projectile
5. The AI of the NPC will learn from the players.
6. The Tank will be able to rotate its barrel 360deg but it can only see up down at a limited angle.
7. The health and ammo of the players tanks will regenerate if he kills the AI tank.
8. The number of tanks the player destroys will be his score.
9. (Future Update Maybe) Damage will depend on the area the rocket hit.
   1. There can be critical damage which will lead to more than 50% damage in a single shot.

# Requirements

1. SFX : Gum firing audio, Engine audio, explosion audio, barrel should move independently, turret should move independently.
2. Static Mesh : Simple tank which has a independent barrel, turret, tracks, etc
3. Textures: Initially we will use primitive objects, later when we move on to actual meshes we will also use textures to add a visual flare.
4. Music : BG Music create a tense atmosphere.

**We will use the Iterative flow for this game:**

**World=>Player=>Controls=>Player2=>UI**