BattleTank

Concept:

A one or two-player tank game where the player plays against an AI opponent or another player on split screen. There will be mortars that fire on the player’s location that can be destroyed. Some maps may have an objective to either capture or defend. Some maps may just be arena style.

Rules:

* Win: The player destroys the enemy tank or completes the objective
* Loss: The players tank is destroyed or the objective is failed
* Each ‘player’ starts with a finite amount of health and ammo.
* Ammo can be replenished
* Health cannot be replenished
* Hits take away a portion of health

Requirements:

* Basic graphics of tanks and buildings.
* Terrain with bushes, tree, and scenery.
* Basic sound effects
  + firing
  + explosions
  + engine running
  + turret moving
* Simple music on a loop.
* Input: xbox controller
  + Right stick will be aim and look
  + Left stick will control movement as it relates to the players viewpoint
  + Right trigger will fire
  + Left trigger will zoom
* Will provide a user HUP during gameplay
  + Show player health
  + Show map
  + Show player stats (bullets, specials, etc)
  + Warning indicators
  + Target reticle
    - Red if viable target
    - White if no viable target
* Will provide menu screen
* Will provide mission end screen
  + Mission failed and stats
  + Mission complete and stats