Concept

2 tanks battling each other in an terrain with hills and obstacles (trees and houses). One of those tanks will be controlled by a player and the other will be an AI. The only weapon the tanks will have is a fire canon that will be used to destroy the other tank.

Rules

The tanks will be able to move freely around the terrain wich will be surrounded by mountains.

Each tank will have an health bar. The winner will have to deplete the other thank's health bar by hitting it with the canon. The loser ir the one who got its health bar depleted first.

Requirements

3D models of thank, trees, houses, grass and flowers. Soud effect for the tank's movement, firing and damage. Some action enviroment music. Particles effect for the canon's shot.