Concepts for tank game

Object. Destroy tanks and live

Kill shot on middle body of tanks. Kills crew and or engine dead.

Kill shot after three total shots taken.

Movement via wasd. Turret stays stationary unless moved by mouse right click.

Tanks is slow. Shift key can make it move fast temporarily.

Make environment hilly in a large valley.

Sound effects needed:

Gun fire. Engine turbine. Engine diesel. Track noise. Turret movement. Hit explosion if kill shot. Ping sound if hit, just not destroyed.