Tank Sport

Wars

Markus Løtveit GDD

Table of Contents

Overview

Tank Sport Wars is an arcade battle arena game where you duke it out against friends and other players using battle tailored tanks and add ons in a quest for glory. Winning requires quick reflexes and thinking using the terrain as well as the pickups to the best of your advantage.

Genre: Action/Arcade/Shooter

Setting

The game takes place in the year 2050 in an alternate universe where Tank combat have become a huge sport and the competitors fight for glory.

Platforms

The game will be released for the PC.

Target Audience

The game will try and appeal to as many as possible with its casual, yet frantic play, but will have an extra appeal to those that have nostalgic memories of classic retro games.

General Gameplay

General

The game is played with 4 players in an arena all aiming to complete a given objective. Every player start in their own corner of the map and will from there have to move around on the map in order to destroy their opponents. Around the map there are placed multiple pickups that you can add to your Tank, but to do so you need to pick it up and move it back to your spawn factory to have it mounted on you.

The factory can be destroyed preventing you from adding on pickups.

This makes the factory a high priority target and adds to the decision making of the player. Should I go for upgrades early on? Sabotage for my opponent and then take upgrades myself? Or just go straight for a head on attack?

The goal of the gameplay is to ignite the desire to win in the player with action packed gameplay while giving some tactical depth at the same time.

Last Man Standing

4 players all fighting against each other to be the last one standing. No respawns.

Team Last Man Standing

The objective in Team Last Man Standing is the same except that its 2v2 where communication becomes critical in the effort to eliminate the opposing team.

Deathmatch

Deathmatch is fundamentally different from the other 2 game modes and stimulates more aggressive play styles. In Deathmatch everyone fights everyone for 5 minutes and the player with the highest score wins. The score is increased by 1 each time a player destroys another player. Another fundamental change is that every player will respawn after 5 seconds when they die, but without any pickups.

Movement

Movement is 8 directional. There is no turnaround

and movement happens instantly with the tank facing in moving direction.

Win and Lose Conditions

Win: Complete game mode objective.

Lose: Fail game mode objective.

Pickups

Each pickup needs to be taken back to the player's factory to be installed. Pickups are also sorted in 3 categories with only 1 for each category being possible to have at any given time. You can pick up pickups within the category you already have, but you will have to install it at the factory and it removes your previous add on in that slot. You cannot take the same pickup twice.

Utility: This is the most varied category and can range from movement boost to putting down mines.

Defensive: These are defensive add ons like energy shields, armor boost, front shields etc.

Offensive: These are aggressive add ons with focus on destroying your opponents. This can be a shield penetrating shot, Area of Effect weaponry or terrain traversing bullets.

Utility

Second Engine

A pickup that when installed increases the movement speed of the Tank with 50%.

Satellite communication.

Allows the player to spot land mines as well as Tanks in deep grass within vision. Negates any reduction to vision.

Land Mines

Allows the player to put down mines in roads that do 1 damage to the player. Triggers when the enemy is on the same tile with a 0.5 sec delay.

Defensive

Shield Barrier

A Defensive shield that the player can activate absorbing all damage for 5 seconds. Have a 30 second cooldown.

Thickened panzer

Add 1 extra health to the Tank, but at the same time decreases movement speed with 10%

Front shield

Adds a heavy shield to the front of the Tank that can absorb 2 hits from the front. Also absorbs Point laser. Negates the slow effect of snow.

Offensive

A special weapon add on that gives that increase weapon range by 30% and ignores Shield Barrier.

Splinters

Old school weaponry that decreases weapon range by 10%, but splits up into several shots over an area of several tiles. Can be reflected by the Shield Barrier if you hit head on.

Tanks

There are a total of 4 Tanks to choose from each with their own different strengths and

weakness. The parameters that differs between them are as follows.

Speed: How fast the vehicle moves

Armor: How many hits they can take. This varies between 1 to 3.

Weapon Range: How far they can shoot.

Speed Runner

Very fast, with medium Weapon Range, but cant take a hit.

Speed: 4

Armor: 1

Weapon Range: 6 Tiles

Standarization

Average speed with heavy armor, but short weapon range.

Speed: 3

Armor: 3

Weapon Range: 5 Tiles

Catapulter

Average speed, with medium armor, but long range.

Speed: 2

Armor: 2

Weapon Range: 9 Tiles

Bulldozer

Slow Tank with heavy armor and medium range.

Speed: 2

Armor: 3

Weapon Range: 6 Tiles

Controls

<u>PC</u>

WASD/Arrow Keys = Move

Space: Shoot

U = Utility Pickup

G = Defensive Pickup

User Interface

The user interface in game will be very minimalistic as to not detract or distract the player during play. There will be a small icon in the bottom right corner where you will have a picture of your tanks with a display of remaining health, what add ons you have installed.

A Similar interface will also pop up when you go to the factory, but with the add ons that the player has picked up, but not installed yet.

Menus

<u>Start Menu/Title Screen</u>

This is the menu that pops up when you start the game. Here the player only have to press Enter/Start/A button to move on to the next screen.

<u>Player Mode</u>

Here you can choose whether to play Single player or Multiplayer. If you pick multiplayer

you will be asked if you want to play Hotseat on 1 computer, LAN with players on same network or Online with a random matchmaking. You can also invite friends from your Steam friendliest to play by making your own party. If the party isn't full you can choose to either join any random online matchmaking or play vs bots. If you play LAN or Hotseat a combination of bots and players is possible and has to be specified in a separate menu.
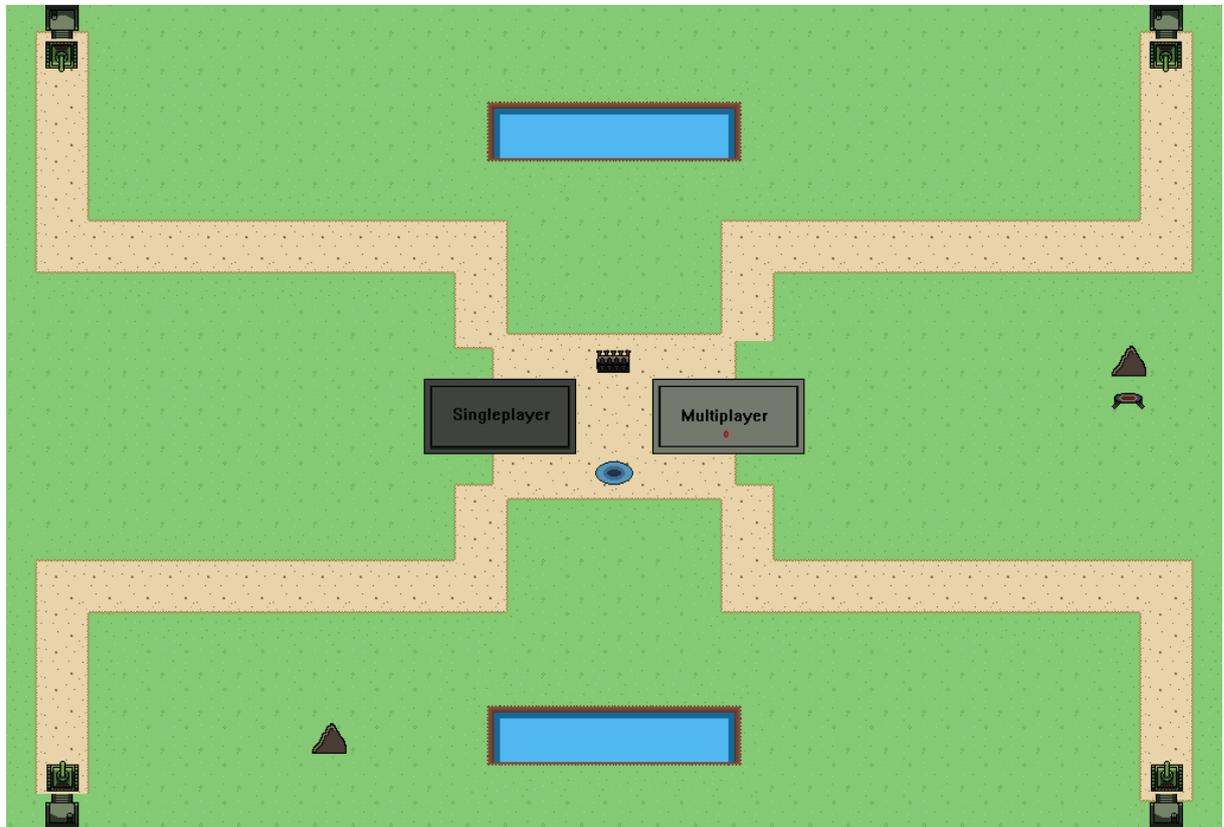
Game Mode Choice

The players then pick what game mode he/they should play from the available game

modes.

Map Choice

Next comes up a screen with small thumbnails over each map which the player can select to play on.

Tank Choice

After that the player makes his final choice on what Tank to go for from a list of premade Tanks. Once the Tank/s is/are chosen the arena loads and the game begins.

Arena

Each arena is formed as a box with each player starting in a separate corner. Size of the maps are 32x32 units. This is to give each player enough choices for gameplay to feel varied while having it small enough for some frantic game play.

Terrain Features

The game features a number of different terrains which all affects the Tanks differently.

Road: Only Terrain land mines can be used on. No other effects.

Light Grass: Slows down Tanks with 10%.

Snow: Slows down Tanks with 30%

Deep Grass: Slows down Tanks with 20% and reduces vision by 50%. Tanks inside the Deep Grass can not be seen from the outside.

Lava: Destroys Tanks

Water: Blocks movement.

Lava Stone: Overheats your Tank so it cant both move and shoot at the same time.

Walls: Blocks shots and tank movement.

Calm Meadows

Calm Meadows is the "standard" map for Tank Wars It features a big open space with 2 pickups as well as cover walls for cover. Other than that the map has 2 lakes 6 tiles below the middle that act as a separating point for the players. Each player start at their own road leading to the center, but most area around Is filled with light grass. Some stones can also be used for cover.
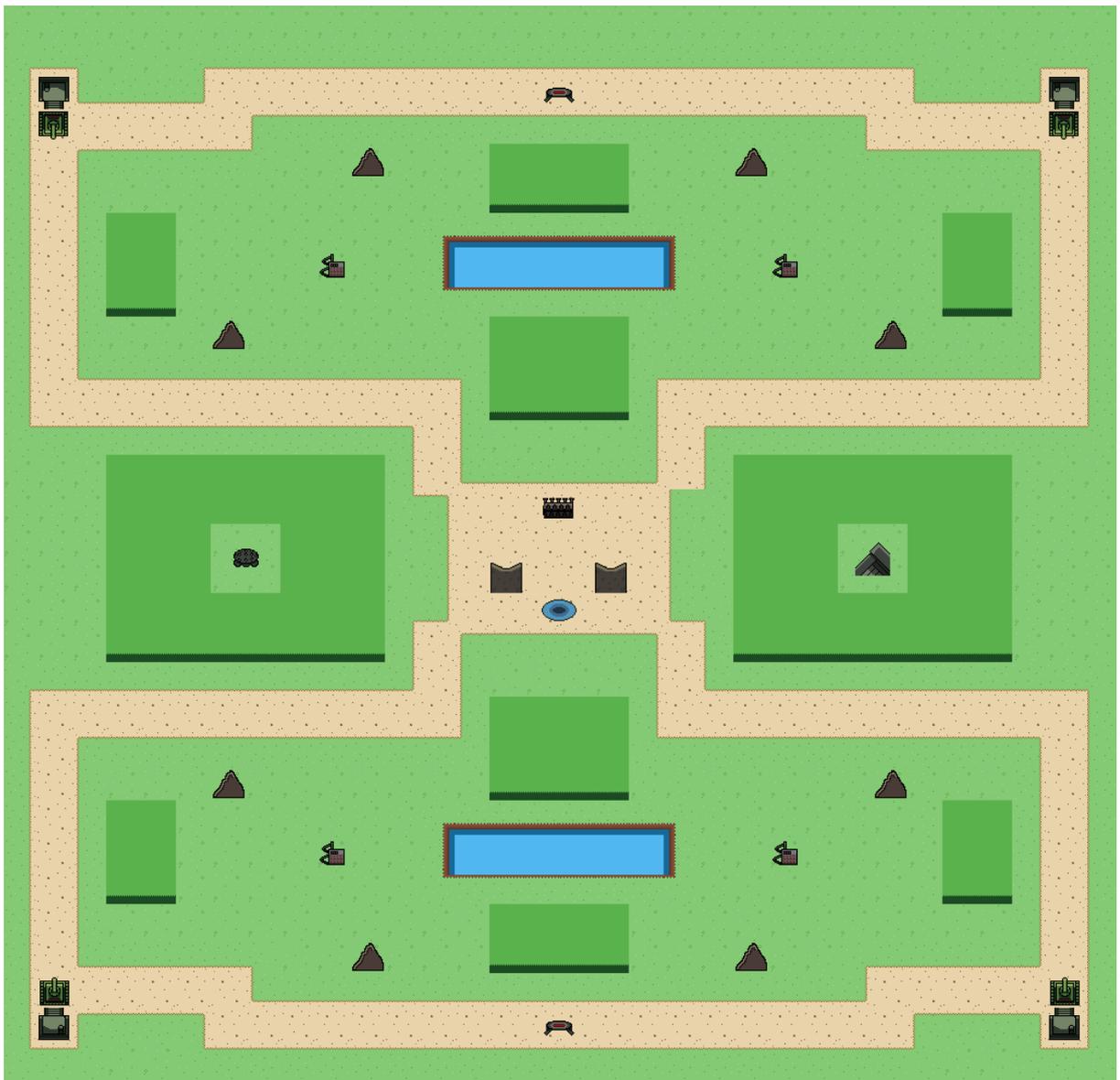
Snowy Peaks

Snowy Peaks is a map that takes place high on a mountain top filled with Snow. The harsh conditions will slow down the players as well as Snow storms will only make a small circle around each player visible.

Snow storm: Random interval between 30-90 sec. Lasts for 10 seconds.

Whether the players want to use this as an opportunity to close in or just play it safe is up to them.
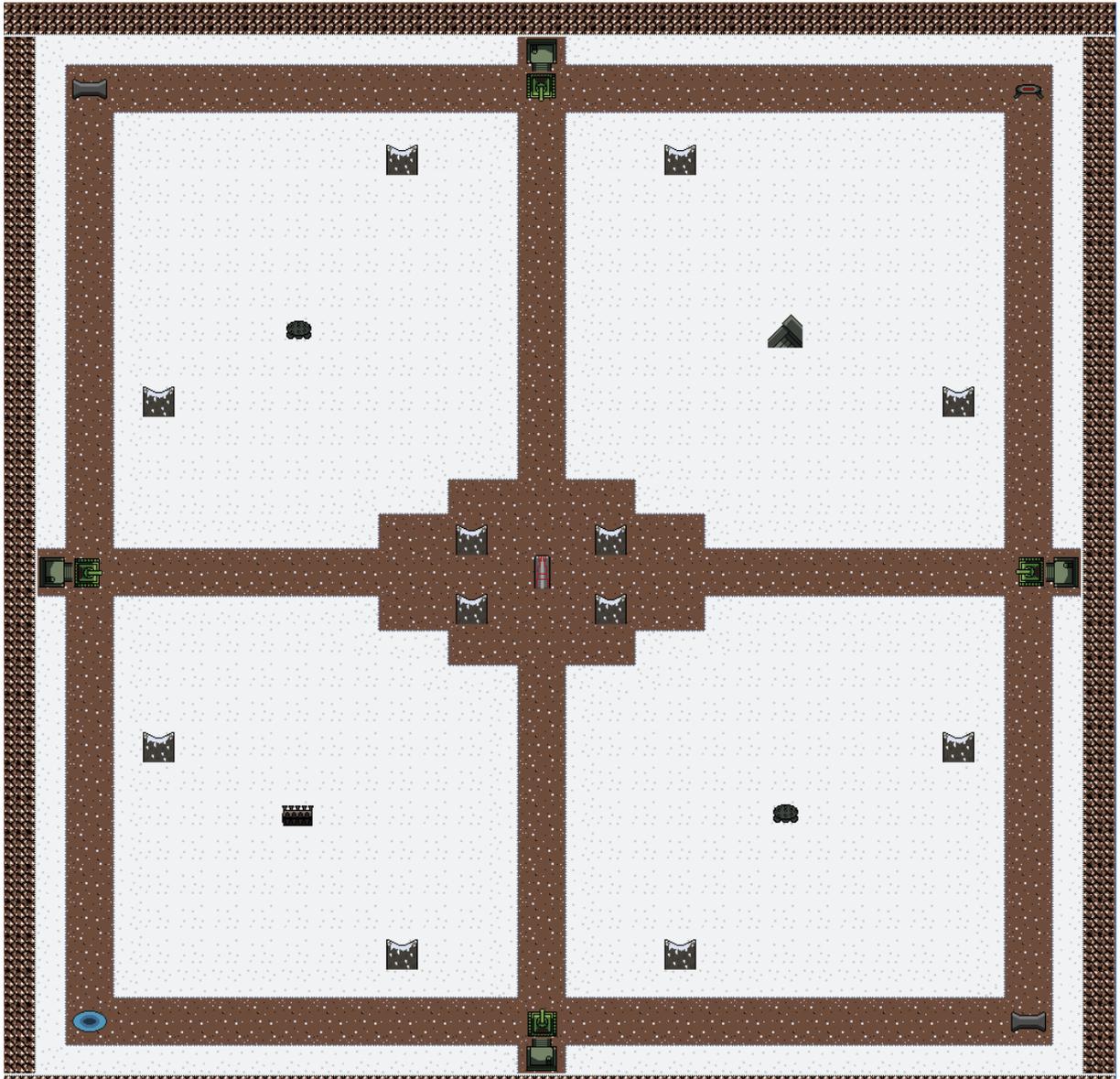
Erupting Volcano

Erupting volcano is a map filled with lava that will instantly vaporize the player if he touches it. The stones around are also heated up because of the lava making it hard for vehicles to maintain a cool engine. This prevents players from moving and shooting at the same time.
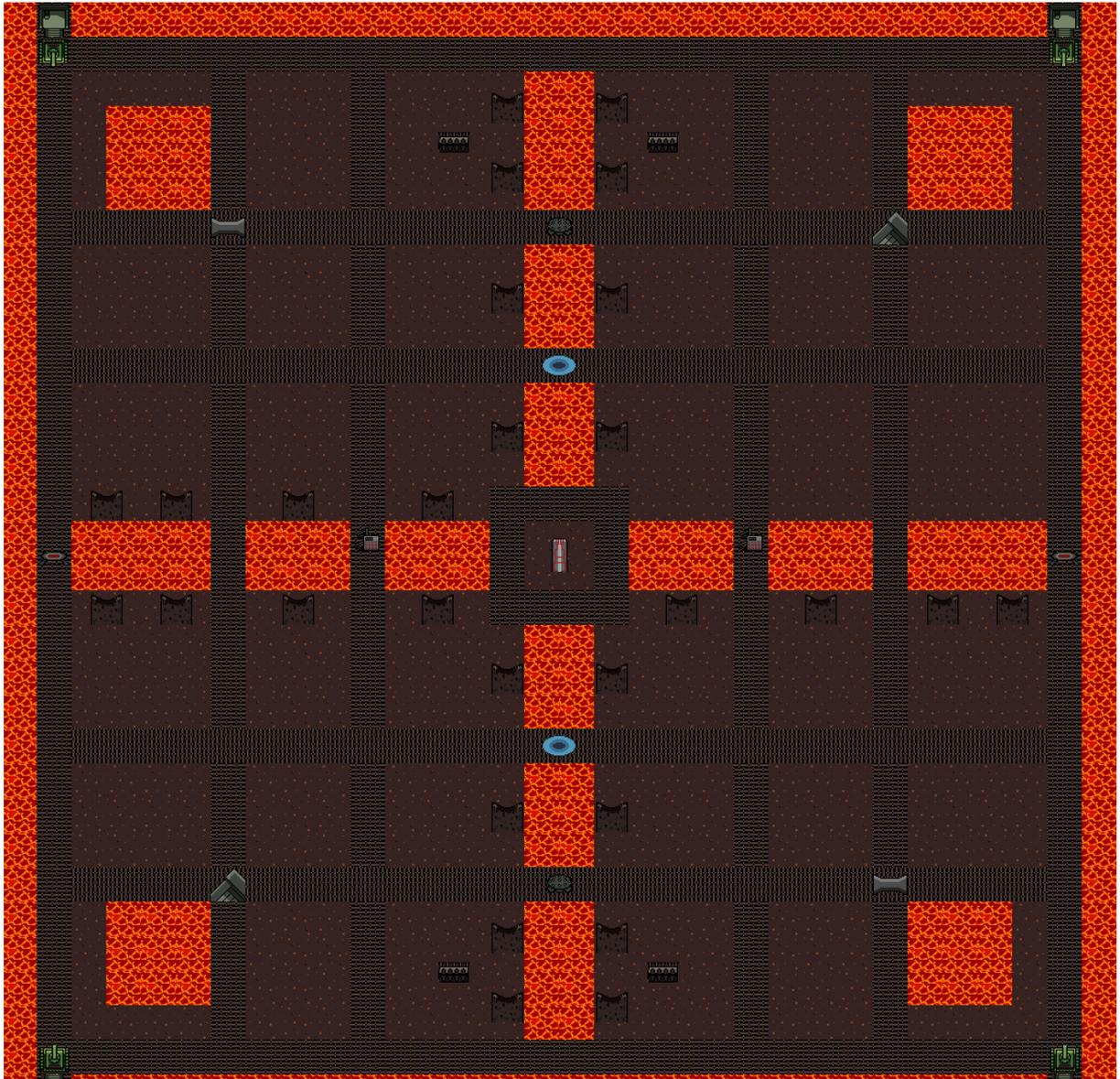
Bots

The player can play against computer controlled bots either in single player or with an incomplete party of friends. There are 3 difficulties for the player to choose from.

Easy: The bot ignores any add ons the player might have and don't use pickups themselves.

Average: The bot still ignores any add ons the player has, but takes up a random combination of pickups that are closest to them.

Hard: The bot is careful with taking pickups and will counter pick the player if he has a chance to get a read on the players pickups. For example if he sees the player has a shield barrier he will go for a point laser. Will avoid engagements if it has no add ons or the player has a pickup advantage except if the factory is down.

Art Direction

The art direction will be slightly cartoony pixel art in 32x32 size as the benchmark for 1 unit to reinforce the arcade type feeling.
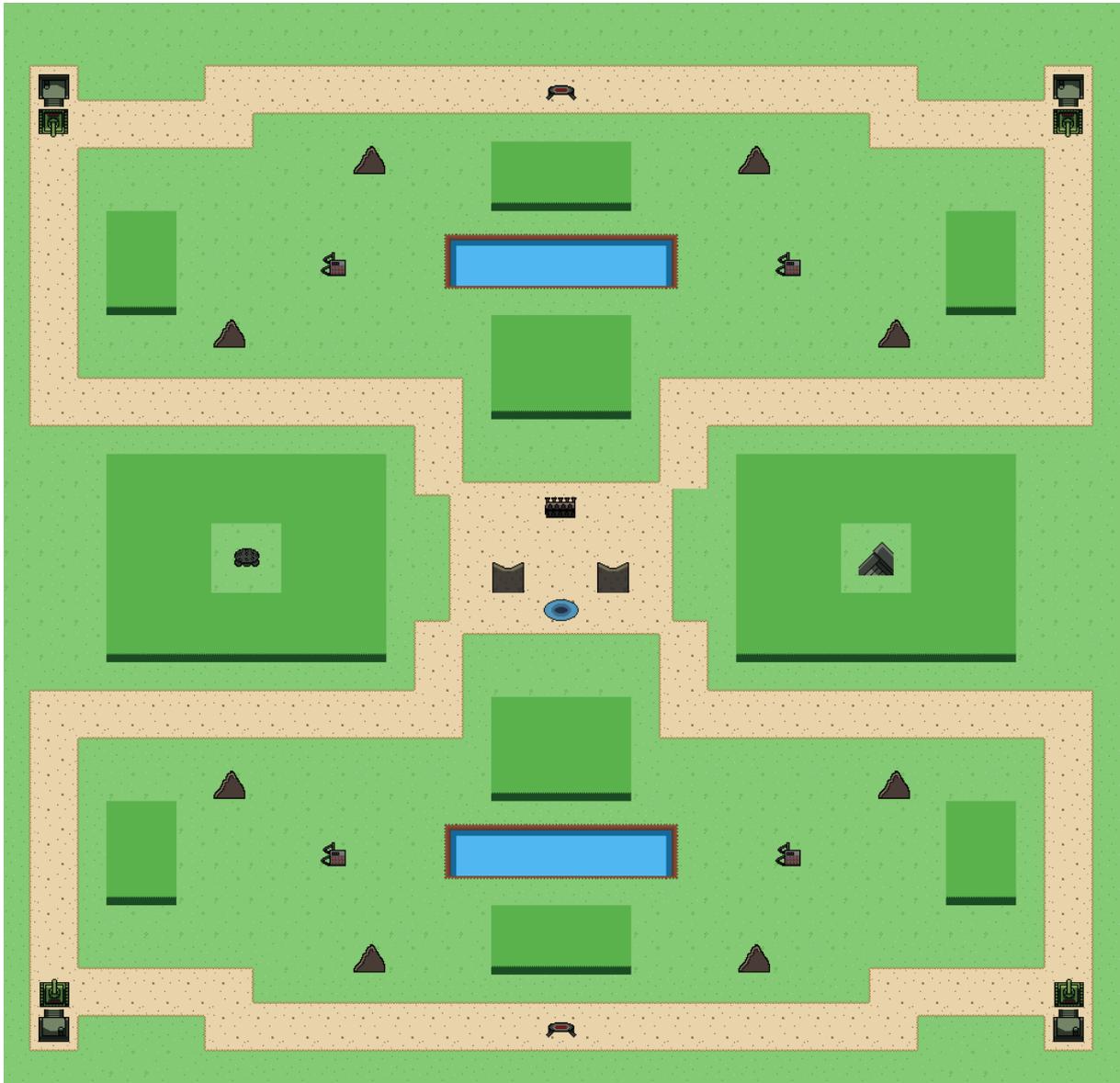
Sound

Just as with the art the sound will reflect the fact that it is an arcade game in a safe, but competitive environment. The sound effects will be less realistic and softer while the soundtrack will consist of fast paced beats that fits each environment.

Sounds that needs to be done.

Soundtracks

1. Menu
2. Calm Meadow
3. Snowy Peaks
4. Erupting Volcano

Sound Effects

1. Menus
    1.1 Mouse over menu buttons.
    1.2 Pressing menu buttons.
2. Tanks
    2.1 Movement on different terrains.
    2.2 Picking up pickups
    2.3 Shooting
    2.4 Visiting factory
3. General
    3.1 Victory fanfare
    3.2 Lose melody
    3.3 Visiting factory
    3.4 Specific pickup sounds