

Team name: Team T.E.A.M.
Team members: Stewart VanBuren, Daniel Greenberg
Game name: Tank Game (working title)
Proposed work:

Provide an overview of your game (give a short description about the game, i.e., game plot, objective, etc.):

Tank Game is a 2.5d real-time tank battle game. Fictional armies at war have deployed their finest tank commanders to the front, to lead the charge against their foes. The objective depends on the game mode:

Campaign (single or cooperative): Victory in a series of maps against computerized opponents. Protect your base while destroying their base and tanks. Map by map saving in this mode.

Capture the Flag (competitive): Steal the opponent's flag while protecting yours, respawns in this game mode, winner is first to three captures.

Conflict (competitive with automated foe option): Two teams of tanks duke it out in an arena-like setting. No respawns until only one team has any members alive; they win a point. Winning team is first to ten wins.

What are the characters and their resources (e.g., health points, number of characters, weapons, etc.) in the game? What are the behaviors of the characters and how do they interact with each other and their resources?

There are a number of tank commanders, each with their own varied statistics (health, armor, speed) and expertise (prowess with cannon, mortar, or laser). There are also a number of tanks to choose from, each with the same statistics. The sum of the two makes your base stats. Additional upgrades for all can be found in the playing field through gameplay.

Interaction is based upon the game modes described above.

What types of conflicts do you have in the game?

There is the inherent conflict of shooting each other, but additionally, the campaign provides the struggle of defending your base while simultaneously trying to eliminate the enemy one.

Provide sketches/drawings to show how your game will be played. (Attach to this page)

Attached at back.

What is the main language you will use to implement the game?

The game will be implemented using a combination of Javascript and C#.

What tools/libraries you will use?

We are developing in the Unity engine. Models will also have to be made (likely in Maya) and textured (Photoshop). Sound will be added (Audacity), as will network support (Unity).

What types of user interface will you provide/use?

The UI will be menu-based for the selection of game modes and customization, while the gameplay itself will involve a heads-up display that constantly monitors the condition of both the player's tank and the tank his crosshairs hover over.

What are the milestones you plan to have? Please give a short description and an expected finish time each for milestone.

We have met the first milestone of having a functional tank in a field by the end of January. By the end of February, we expect to have a functional battle in the field, and by March, a functional game. The remaining time will be spent polishing game modes, the menus, the UI, and adding/tweaking additional features.

What are the difficulties/challenges do you foresee? How do you plan to address them?

We are shy on art assets for the commanders themselves, as well as a battle map. We are planning on bringing one of the BFA students on board to help with our artistic deficiencies.

How would you divide the tasks among your team members (if more than one)?

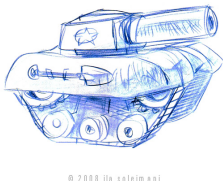
We each intend to take a share of the programming responsibilities, but from different angles - Daniel will focus on the human factors side, and Stewart will focus on the gameplay itself. Of course, there will be plenty of overlap in this respect. The game is being developed on a shared, managed, and versioned fileserver.

Why do you think your game is interesting/exciting?

Our game provides the right mix of a number of gameplay styles (cooperative, competitive) and modes (arcade, campaign, conflict, etc.) to appeal to a broad range of gamers. It is a gameplay style (tanks) that hasn't been addressed in earnest, and it is a broad enough expansion of that idea (lasers, mortars, network play) that it doesn't really have a peer at present.

Do you model your game after an existing game? If so, what is it?

Battle City, this game's inspiration and predecessor, was a fully-featured tank game that had more robust gameplay than most of its peers. A quarter-century later, there is no parallel - the closest thing to it, Wii Tanks, lacks the variety and features of Battle City. The game also borrows some inspiration from Combat, the famous 1977 Atari bundled release.



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