

2008-07-02

A tank game

A Games2 assignment

Version 1.0

Christian Axelsson
Rasmus Haglund
Rickard Cardell
Markus Säfström

A tank game

Game idea

This game is about steering a tank in the name of glory. Or, we just cut the crap: it's about blasting your enemy off the map with your turret gun. By taking several fun components from other games, such as the tanks from Command and Conquer and feeling from Tank2008, we will create a game that is focused in plain fun gaming.

You see the world from the top and steer one single mini-vehicle, like for example a tank. You will be able to aim and shoot bullets or missiles with the mouse and you will steer with the keyboard. The missions can vary but the main idea is to play in two teams. For example one mission can be to steal the opponents flag (CTF) and return it to the HQ. There will be different types of terrain and a number of different objects, like buildings and trees.

Main features:

- * Network: multiplayer mode
- * Physics
- * Weapons: the player can choose or receive different weapons to upgrade the vehicle
- * Pickups: the player will be able to pickup objects, like medic kit to repair wagon
- * Multiple levels
- * music / sound fx: there will be some contents of in game music and sound effects

Milestones

25%: A prototype ready with:

- one steerable object
- small test world

50%:

- Ability to steer an object over the network.
- Multiple vehicles.
- Ability to fire the gun.

75%:

- Physics done
- Network done

100%

- A playable game with several players over the network

Language

The language that we will use is C++.

Roles

Rickard: network

Markus: Physics, modeling

Rasmus: graphics engine, physics, game content, art

Christian: music, some network, some graphics engine, documentation

Tools and libraries

- OpenGL
- Tokamak Physics Engine
- NetBeans IDE

Priority list

The priority list is not written in stone, they will change.

1. UML of the game
2. Basic game engine
3. Controllable player
4. Player model and texture
5. Specification for levels
6. Basic level building blocks and textures
7. Ability to shoot
8. Small set of weapons
9. Pickups
10. Simple gui/hud
11. Ability to die/respawn
12. Communicate over the network
13. Multiple vehicles
14. Collide with other tanks
15. Collide with world
16. Play music
17. Music
18. Sound effects
19. Different game modes: death match/ctf
20. Interface for options and connecting to servers