

Tank.exe

Godot remake of “Tank.exe” by Jaffer

Table of Contents

Summary.....	2
Milestones.....	3
Mechanics.....	4
Objectives.....	5
Resources used.....	5

Summary

A remake of a childhood game where wire-frame tanks use the same keyboard to shoot each other for points.

Genre: Top-down PvP Arena combat

Pillars: PvP, simple, fast-paced, strategic, chaotic, close.

Aesthetic: Retro look with vector based tank design.

Music/Sound: None.

Story: Two or three opposing tanks are placed in a maze, winner is the last one standing.

Theme: N/A

Audience: Players who want a couch pvp game, or players who want to relive the past.

Platform: Windows, Linux. Godot Engine.

Changes from the original:

- Sprite based graphics instead of Vector graphics.
- A new “cityblock” style stage.
- Walls have reduced health.
- HUD now shows each player their controls, in addition to their score.
- Controls optimized for a more modern playstyle.
- Red and Green tanks have been flipped. (Oops.)
- Main menu utilizing Godot’s “Button” nodes.

Milestones

I did not maintain milestones while working on this project, instead, only working on it while I felt inspired to do so.

Mechanics

Game Structures:

- Unbreakable walls, which bullets can sometimes bounce off of.
- Breakable walls, which bullets can sometimes bounce off of.
- Bullets, which can damage tanks.
- Tanks, controlled by either WASD, IJKL, or Numpad Clusters

Game Loop:

- Player chooses what options for play.
- Two or three tanks are spawned in a maze.
- Players engage each other. If a tank has been hit twice, then the tank is disabled.
- When one (or none) tanks remain, the game is reset back to the start of the maze.
- Game ends when the players collectively decide is is over.

Player Actions:

- Players must utilize the same keyboard and control their tanks with their assigned cluster.
 - Red gets the WASD cluster.
 - Green gets the Number Pad Cluster.
 - Yellow gets the IJKL Cluster.
 - Yellow may be disabled via the main menu.
- Tanks can drive forward (quickly) and reverse slowly.
- Tanks can turn left or right, but not straf.
- Tanks can shoot bullets, which may or may not be bouncy.
- Walls can be destroyed with a few hits, unless the wall is unbreakable.
- Tanks that are struck by a bullet awards the shooter a point.
- On the first hit, a tank will “Wiggle.” On the second hit, the tank is disabled.
- Disabled tanks cannot do anything, and will have to wait until a new round has begun.

Objectives

The purpose of this game is to learn Godot, by making a fully fleshed out game that can be further expanded upon. I also wish to have it hosted on Tek03.sytes.net I chose Tank.exe because it is the very first game I remember playing with my Dad, and launched me into having a desire to enjoy videogames, and a want to build my own world.

The in-game objective is to rack up points by landing hits on other tanks, while avoiding damaging yourself. (This is possible if the “Bouncy shots” option is enabled.) Tank.exe asked players multiple questions before the game started, so a menu would be required at the start.

Players must also avoid getting shot by other players, as two hits on a tank results in them losing control of the tank and getting defeated. A death mechanic must also be implemented, and each shot landed will increase the scoreboard by one.

HTML Text for the website:

<p> When I was a kid, my father played a game with me before he went to work. This is my first “Gaming memory” was playing this wireframe game with my Dad. I spent years looking for a copy, and once I did, I was able to play it again. I decided to rebuild the game, not as just a basic concept, but as a fully fleshed out game one might install to have a few rounds with friends. I went all out and I’m kind of proud of this. Version 1 is out, but in the future, I plan on implementing new features that might bring a little bit of joy to new players. Maybe even networking once I’m proficient enough.</p>

Resources used

- GNU Image Manipulation Tool
- Godot Engine (GDScript)
- Libre Office