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Subject: Weapons for a Tank Game

Posted by [Bombario](#) on Wed, 25 Aug 2004 04:13:34 GMT

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Hi. I'm a designer/audio specialist for my bedroom game development team. Our latest project is a full-3d action game where the players duel in customizable tanks over the internet, LANs, or just skirmishing with the AI.

I figured we'd be able to make the most appealing weapons system if we asked the game community as a whole! I'll now explain how the weapons system works. If you want to state opinions about the weapons system itself, feel free, but the reason I'm making this topic is for help coming up with ideas for the individual weapons. Thanks.

In the game, there will be 2 teams, each with a base where they can add on weapons, armor, upgrades, etc, to their tank. Ammo is free, but takes time to load up at the ammo station. Each tank will have a certain amount of space (possibly in tons) to store weapons, armor, and allocate for ammo. A weapon comes with a certain maximum amount of ammo, and a player can use available tonnage to store extra ammo.

We're trying, for the most part, to stay away from the "energy weapons" idea. In other words, lasers and the like are most likely out of the question. We've already decided that there will be two types of weapons: a primary (usually weak with lots of ammo, such as a machine gun) and a secondary (strong, but with less ammo, such as a missile launcher). Players can equip one weapon under each category at a time.

We're looking for weapon concepts that are somewhat realistic (but don't limit your imagination!) and would help with the action aspect of the game. We plan for it to be a moderately fast-paced game. Lots of explosions and a lot going on on the screen.

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