
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.

Subject: Re: Weapons for a Tank Game

Posted by [Sir Phoenixx](#) on Wed, 25 Aug 2004 14:01:07 GMT

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BombarioWe'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).

They're called primary weapons for a reason. The primary weapon is the most powerful/used/etc. weapon, the secondary is the backup, or the special purpose weapon (anti-air, anti-infantry, etc.). (Like in real life, soldiers have primaries and secondaries, the primary being their assault rifle, and the secondary being their handgun.)

Some ideas...

(Smaller caliber ammo/weapons should take up less room (and in some cases, fire faster), so they can store a lot more, because of the disadvantage of them being less powerful.)

Machine/Gatling guns

7.62mm - Medium, direct fire, anti-infantry gun (secondary)

12.7mm Heavy, direct fire, anti-infantry gun (secondary)

12.7mm Quad - Light, direct fire, general purpose gun (primary, secondary)

20mm Quad - Medium, direct fire, general purpose gun (primary, secondary)

30mm Dual - Heavy, direct fire, general purpose gun (primary, secondary)

20mm - Medium, direct fire, general purpose gun (secondary)

30mm - Heavy, direct fire, general purpose gun (secondary)

50mm - Extra Heavy, direct fire, general purpose gun (primary, secondary)

Cannons

75mm - Light, direct fire, anti-tank cannon (primary)

105mm - Medium, direct fire, anti-tank cannon (primary)

120mm - Heavy, direct fire, anti-tank cannon (primary)

155mm - Light, indirect fire, anti-tank cannon (primary)

175mm - Medium, indirect fire, anti-tank cannon (primary)

200mm - Heavy, indirect fire, anti-tank cannon (primary)

Subject: Re: Weapons for a Tank Game

Posted by [AlostSOul](#) on Wed, 25 Aug 2004 14:47:03 GMT

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Could you be able to use some of the more realistic tanks like say the Sherman, or the M1A1 Abrams?

Subject: Weapons for a Tank Game

Posted by [Scythar](#) on Wed, 25 Aug 2004 14:47:38 GMT

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Also consider normal and heat-guided missiles, and perhaps mines too.

Several types of ammunition is good too. For artillery, perhaps ammo that deals massive damage but only on small area (must be direct hit, very hard thing to do), and high explosive ammo that only has to hit close by but doesn't do much damage.

Somekind of close combat weapon might work well with the game too, even if it's a little tricky to make ones for tank battles without having "lazerblazers". Maybe an advanced, vehicle-mounted version of an antitank shotgun?

Subject: Weapons for a Tank Game

Posted by [Weirdo](#) on Wed, 25 Aug 2004 16:45:16 GMT

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Maybe for close range, a flametrower.

Subject: Weapons for a Tank Game

Posted by [Bombario](#) on Thu, 26 Aug 2004 03:25:00 GMT

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Quote:

They're called primary weapons for a reason. The primary weapon is the most powerful/used/etc. weapon, the secondary is the backup, or the special purpose weapon (anti-air, anti-infantry, etc.). (Like in real life, soldiers have primaries and secondaries, the primary being their assault rifle, and the secondary being their handgun.)

Well, we're going with the theory that more powerful weapons will have limited amounts of ammo, take up a lot of mass, etc. Because of this, they're almost (but not quite) *special* weapons. You use your weaker weapon just so you're sure to connect with the enemy target and cause them damage. That way, players can't just roll into a battle, unload as much ammo as they can until they die, and start over. You beat an opponent by outsmarting them and learning how to combine primary fire with secondary fire to cause the most damage in the least amount of time.

Primary = Being or existing as the first or earliest of a kind.

Maybe we won't go with primary and secondary, but "main weapon" and "special weapon" or something.

We want the gameplay to be that you roll into battle firing your gattling, not your missile launcher that you aren't sure you'll hit the enemy with. In other words, I'm not refuting your post, Sir Phoenix -- I'm just explaining why I called the heavy weapons secondary.

Thanks to everyone who's given input! I'm recording all of the entries, and still looking for more! (Keep posting!)

Subject: Weapons for a Tank Game

Posted by [PointlessAmbler](#) on Thu, 26 Aug 2004 05:04:36 GMT

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So, in this game, is everyone just going to have a tank, or are people going to be running around on foot, too? An answer would help me come up with ideas.

Subject: Weapons for a Tank Game

Posted by [Sir Kane](#) on Thu, 26 Aug 2004 09:06:15 GMT

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It needs artillery cannons. Long range weaponry is plain 1337.

Subject: Weapons for a Tank Game
Posted by [Bombario](#) on Fri, 27 Aug 2004 02:11:09 GMT
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Artillery...*writes down*...check.

PointlessAmbler: It's all tanks, amigo.

Subject: Weapons for a Tank Game
Posted by [PointlessAmbler](#) on Fri, 27 Aug 2004 03:34:01 GMT
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Okay, I've got a few.

Long-range missile launchers that fire a large volley of 12-20 missiles, but with a long reload time inbetween volleys.

A missile that is fired into the air and circles for 60-90 seconds. When an enemy tank comes into range, the missile hurls itself toward it. After 60-90 seconds, it runs out of fuel and falls harmlessly to the ground.

A flak cannon that shoots flak in large clouds which do high damage to lightly-armored tanks but poor damage to heavily-armored ones.

I like the 25mm gun that the Bradley IFV has. You should use it. (It fires armor-piercing rounds which do a reasonable amount of damage, but it can fire 3 to 4 times per second.)

A purchasable upgrade to your tank that allows it to place mines which trigger when another tank runs over them (limit should be like 5 mines per tank).

Similar to mines, there should be tank-placed explosives, but they only detonate via remote control, otherwise they just sit there (and can be shot at by enemy tanks to destroy them).

A remote-controlled sentry gun which is low-profile and difficult to see when disabled, but it can be activated and controlled by your tank via remote control, firing something similar to your 'primary' gatling gun or whatever. It should have a camera which functions even when the sentry is deactivated, but the tank should be vulnerable (ie. the player cannot move) while you are using the camera or using the sentry gun itself) when doing so.
