

Polish Report

Electives - Programming



Artem Stolyga - 339178 Nikolay ivanov - 376469 Youri Moulder - 378113 Diego blank - 358939

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# Introduction

In this short report, we will discuss the task that our group was facing during the Sprint 3 of the Electives course – Programming.

This report will show a list of tasks, that were necessary in order to polish up the tank game that we have developed during previous two Sprints, as well as the description on who has completed those tasks.

Here is a link to our GitHub repository: <https://github.com/AArtlone/ElectivesAI>.

# List of Items to Polish

Below you will find a complete list of the polish tasks that our group was planning on implementing during Sprint 3.

## Sound effects

* Background music
* Shooting sound – the sound that is being played once the tank shoots a bullet
* Hit sound – the sound that is being played when the bullet hits something, either the tank or an obstacle
* Explosion sound - the sound that is being played when the tank gets destroyed
* Tree destruction sound - the sound that is being played when a tree is destroyed

## Visual effects

* Bullet’s explosion effect (particles)
* Tank’s explosion effect (particles)
* Tree’s explosion effect (particles)
* Turret shooting animation – making the turret slightly go back and forth every time the shot is being fired, so that it mimics the recoil.

## User Interface

* Come up with a theme and a name for the game, and make the environment look according to the theme
* Create a main screen, loading screen and the end-game screen
* Camera split screen – instead of the top-down view, implement the first person split screen camera for each tank
* Create death screen for each tank - Since there will be 4 cameras, one for each tank, once the tank dies the camera will just go black, thus this needs to be changed to some sort of a local death screen for each tank.
* Add UI elements that represent each tank’s current health and gaming state. In this case gaming state is the state in which the tank is currently in, e.g. moving around, scouting, chasing someone, fighting, etc.

## Environment

* Add colors to buildings
* Skybox
* Add trees

# Implementation

On the table below you can see the list of polish tasks, as well as the name of the corresponding contributor. The implementations of the polish task were divided among four group members, however some of the tasks required collaboration between several group members, thus in the “Name of the Contributor” column of the table you will find that it may contain few names. The order of the names represents the amount of work done for the corresponding task. You can also find this information in the commits of our GitHub repository.

|  |  |
| --- | --- |
| **Polish task** | **Name of the Contributor** |
| All the Sound Effects | Artem, Nikolay |
| All the Visual Effects | Nikolay, Artem |
| Come up with a theme and a name for the game, and make the environment look according to the theme | Artem, Nikolay |
| Create the main screen | Youri, Artem |
| Create the loading screen | Youri, Nikolay |
| Create the end-game screen | Diego |
| Create the death screen for each tank separately | Diego |
| Camera split screen – instead of the top-down view, implement the first person split screen camera for each tank | Nikolay |
| Add UI elements that represent each tank’s current health and gaming state. In this case gaming state is the state in which the tank is currently in, e.g. moving around, scouting, chasing someone, fighting, etc. | Nikolay, Artem, Youri |
| Environment | Artem, Nikolay |