INITIAL PROJECT SPECS

NAME: Abdullah Bin Asad

PROGRAM OVERVIEW:

The goal of this project is to create a multiplayer online tank game that allows players to command their tank on a versatile map and shoot down other tanks (players) while dodging traps and bullets.

DESCRIPTION OF USER INPUT:

The user can choose to either create a room or join an already existing room when they click the play button. Each room represents a map with players already in it. The player can move around using arrow keys and press the “S” key to shoot a bullet.

DESCRIPTION OF PROGRAM OUTPUT:

The bullets shot by a player will ricochet off the walls and can hit the player himself or other players. The program will update the positions of other players on the user’s screen and keep all the movements and hit detection in sync. When a player kills another player, he/she will receive points and rank up a leader board displayed on the top right. When the player dies, he/she will be redirected to the menu and will have the option to quit to play again or quit.

COMMUNICATION BETWEEN FIREBASE, CLIENT AND OTHER USERS

