Tank Hero

It’s the year 2023 and the covid-19 virus turned most of the human population into zombies. You haven’t been infected yet and your mission is to save humanity! To do this you kill zombies and pick up survivors along the way. If you don’t kill the zombies, they will eat the survivors you have already helped.

Some zombies are stronger than others and will take more bullets to kill. To your help you have an old tank with lots of ammunition.

You also have to watch for obstacles on the way so you don’t crash!

Good luck!

Controls:

**ARROW UP: move up**

**ARROW DOWN: move down**

**SPACEBAR: shoot**

Game description:

The mission of the game is to save as many survivors as possible without dying.

There are two ways to die, one way is to run in to obstacles and lose all your tanks health. The other way is if you let to many zombies through to the rescued survivors and they eat them all.

**Entities**

**Tank:** Can be moved up or down and fires bullets. Used by the player to shoot zombies and pick up survivors. Loses health when ran into objects. Game ends when the tank is out of health.

**Survivors:** picked up by “running” them over with the tank.

**Monsters:** needs to be shot, if left alone will eat your rescued survivors.

**Big monsters:** needs to be shot with more bullets. If left alone will eat your rescued survivors. When killed will drop more survivors.

**Obstacles:** houses, trees etc. Needs to be avoided, if hit the tank will lose health.

The game board is split into two parts. The first part is the “sidebar” where the survivors you rescued are shown. The number of survivors increases when you pick them up on the playing field.

The second part is the “playing field” where your tank and other objects are displayed. The background of the playing field is an image scrolling from right to left. The playing field is divided in to 5 invisible horizontal lanes. In each of the different lanes monster/obstacles/survivors will appear. The monsters, obstacles and survivors will move towards the player(tank) and needs to be dealt with in different ways.

Early example of game board:

