

# Requirements and Specifications

## Normal Requirements:

- \* Single Player Game
- \* One Player Tank and 20 Enemy Tanks on Each level which will be created randomly.
- \*There will have Gaming Environment as written below :

Environment	Description
Brick Walls	Tanks and Bullets cannot pass through this . Can be destroyed by bullets .
Steel Wall	Stops tanks and bullets completely. Can only be destroyed if hit twice on the same side by maximum power level bullets (tier four).
Grass	Tanks and Bullets can pass through this
Water	Bullet can pass but tanks can't .
Ice	Tanks can move on it but it's a little Sliddy.

- \* Score will be Shown After finishing the Game and highest Score will be recorded ..

## Expected Requirements:

- \*There might be 4 types of enemy :

Enemy	Points	Bullet	Movement
Basic Tank	100	1(slow)	slow
Fast Tank	200	2(fast)	normal
Power Tank	300	3(normal)	fast
Armor Tank	400	2(normal)	normal

- \*There might have some Power-ups that is given below :

Power-Ups	Description
Grenade	Destroys all the enemy that is visible
Helmet	Gives a temporary Supports that shields from the enemy tanks
Shovel	Repairs all the damage that previously done to the wall .
Star	Each star will increase your bullet to 1 to 3 .Max stars are 3 . Steel wall can be break with 3 star bullets .
Tank	Gives an extra life .
Timer	Temporarily freezes time and stops all enemy to move .

### Exciting Requirements:

\*There will have some comments pass through while you kill an enemy .