Tank Busters Two-Player Game

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The project will consist of a two-player game to be played on two separate computers. Players will each have one tank shaped object. They will angle their cannon barrel to hit the enemy tank across the map, trying to hit the tank a certain number of times in the allotted time limit. The player who defeats the enemy tank first wins, and their score will be calculated based on how much time it took them to defeat their enemy. Scores will be added to a high score table.

It will be a turn-based game. Once one player fires their shot, the missile collision will be the cue for an appropriate sound effect, and proceed to switch control over to the other player. Variables such as player movements, player shot, health, users, high scores, and sound effects are categorized in different tables.

There will also be a message board implemented to distract your enemy, or gloat when you win a game. Players can send messages regardless of whether it’s their turn or not.

**Technologies:**

* WPF Canvas
* Sound
* Animation

**Challenges:**

* Collision detection
* Making a missile/dot travel from one point to another
* Making a two-person communicative application
* Chat messages
* Animating a game





