

Here's the summary of the features we included:

- Use the keys 'A' and 'D' to move tanks left and right within half the screen (For offline mode, use Left & Right keys for 2nd Tank)
- Use 'W' and 'S' to modify turret's angle (Up and Down keys for 2nd offline player)
- Use 'P' and 'L' to increase & decrease shot power respectively (Numpad '8' and '2' for 2nd offline player)
- Press 'F' to shoot (Numpad '5' for 2nd offline player). The cannon moves in a path of projectile
- Damage & explosion on impact
- Drone moving up and down in the center is an obstacle. Shooting at it will increase the shooter's health. But another drone will be deployed with higher speed.

[Note: Modify the directories of the images before running \(Check in HelloApplication.java and Explosion.java\)](#)

How to start online?

- Make sure both of your devices are connected to the same Local Network
- Modify the host IP in `setupNetwork()` in `HelloApplication.java` file to the IP of your LAN
- Run the server in one of your device first
- Finally Run `HelloApplication.java` in both devices
- You might need to restart the process after the game ends

**Warning: This was built for educational purpose only and hence using for commercial purpose isn't recommended.**