The game TAN (Terminate Advance Neutralize) will be a multiplayer game that can be played with two players with a single keyboard. The players will use different keyboard parts to avoid disturbing each other during the game. TAN will be a 2D game that will include fighting against each other with tanks on a map with various obstacles. The players will be awarded in-game currency after the end of the game based on their performance. With the following coins, they may buy upgrades for their cannons and tanks or even buy and equip completely different ones. Upgrades will be essential to the game as they directly affect the outcome. Mystery items will appear randomly on the map during the game and might have benefits or negative effects. Moreover, there will be an option to check the history of fights and their outcomes, which can be accessed by logging in to individual accounts. The users will also have their inventories, including purchased items, saved for the following games. Overall, the game will include all the aspects of OOP and Swing, demonstrating our understanding of the course. The game will be in windowed form, but the user information may also be accessed from the console.

User
private String username
private String password
private int gamesPlayed
private int gamesWon
public Inventory inventory
public static boolean login()

Inventory
private int money
private Canon[] canons
private Tank[] tanks

Tank
private String id
private String name
private int price
private int health
private int speed
private int armorStrength
private Canon canon
private int level
public void upgrade()
public void move()
public void draw()

Canon
private String id
private String name
private int price
private int bulletSpeed
private int reloadSpeed
private int ammo
private byte blankShootRate
private int level
public void upgrade()
public void shoot()
public void draw()

MysteryBox
private double x
private double y
private void action()
public void draw()

TrapBox (MysteryBox)

BonusBox (MysteryBox)

Map
private int width
private int height
private int[][] board
public void draw()