

Tank Trouble Change Log

Ver 0.9.1

Dec 5, 2022

- Added random maze generation
- Added tank movement
- Added tank shooting
- Added bullet collision with map edges

Ver 0.9.2

Dec 6, 2022

- Added tank-wall collision
- Added bullet-wall collision
- Added bullet-tank collision
- Added tank-corner collision
- Added explosion animation for tank death

Ver 0.9.2.1

Dec 15, 2022

- Added tank-corner collision for when the tank rotates (bugged)

Ver 0.9.3

Dec 23, 2022

- Added third player (blue tank)
- Added score-keeping
- Changed red tank's fire button from "m" to "0"
- Added bullet-corner collision
- Added screen shake upon tank death

Ver 0.9.3

Jan 20, 2023

- Introduced power-ups
- Added machine gun power up
- Added shotgun power up

- Added laser power-up (developmental)
- Right click now makes the blue tank stop

Ver 0.9.5

Jan 30, 2023

- Added laser power-up (finalized)
- Fixed a bug where bullets would bounce in the incorrect direction on corners

Ver 0.9.6

Feb 27, 2023

- Added missile power-up
- Fixed a bug where tanks would get stuck on corners

Ver 0.9.7

Mar 13, 2023

- Added death ray power-up
- Added support for Mac
- Added new graphic for tanks with laser power-up equipped
- Fixed a bug that allowed tanks to shoot through walls (wall-banging)
- Fixed a bug where bullets could clip through walls and destroy tanks

Ver 0.9.8

Mar 20, 2023

- Added dynamic map sizes
- Fixed a bug where tanks could drive into their own bullets after firing
- Fixed laser wall and corner collision to match bullet collision
- Increased missile speed before it begins tracking
- Increased laser range
- Decreased bullet lifetime from 15 seconds to 10 seconds
- Decreased missile lifetime
- Fixed a bug where missiles could be shot through walls

Ver 0.9.9

April 19, 2023

- Added a 4th player (Orange tank)
- Added Sounds
- Tanks can no longer have the same spawn
- Increased cell size from 75 to 80
- Bullets now fade out
- Fixed bullets occasionally phasing through walls

Ver 1.0.0

May 19, 2023

- Added start menu, allowing for 2-4 player games
- Added player ready/controls tutorial prompt
- Added Frag Bomb powerup
- Fixed a bug with the laser in the top left corner
- Partially fixed a bug where bullets can phase through corners
- Polished tank-wall collisions
- Removed the need for tank-corner collisions

Ver 1.1.0

Jun 8, 2023

- Added stats screen
- Added ability to resize window
- Added tank exhaust effect
- Added smoke to explosion effect
- Added smoke effect to firing
- Added recoil effect
- Added power-up spawn effect
- Added rotations to power-ups
- Added unique sounds for frag bomb, frag, shotgun, and machine gun
- Re-added missile tracking sound
- Moved orange tank to the correct position in the scoreboard relative to player positions
- Increased screen shake
- Decreased bullet lifetime from 15 seconds to 10 seconds
- Game now pauses when the window is unfocused
- Increased beam targeting zone from $\pm 5^\circ$ to $\pm 7^\circ$

- Fixed missile-wall collisions
- Fixed tanks getting stuck on the corners of smooth walls
- Fixed screen shake to also affect bullets and walls
- Fixed bug where tank can shoot through walls at just the right distance

To-Do:

- ☐ Settings (text file)
- ☐ Add rock particles to tank exhaust
- ☐ Fix missile only being able to collide with the target tank
- ☐ Fix bug where frag bomb can cause multiple tank explosions for the same tank