

# WII - Tanks Projekt Plan

Multi-threading?  
sure, why not

- 2-3 weeks {
- ~~Event~~ Framework (Eventsystem, Game Loops)
  - Graphics Engine (3d, allows model rotation to any direction)
- 1 week {
- Levelsystem + saving (json)
  - ~~Menus~~ Tanks + AI
  - Menus (Levelselection)
- 1 week {
- Polishing
  - Write ~~paper~~ research paper on it

## Projekt structure

