

# Tank Game

Final Project of IOS Game Dev Course

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## Description

- Defender VS Intruder
- One against many
- Upgrade tank level after destroy enough enemies
- Call them ‘Cat’, ‘Lion’ and ‘Tiger’
- Two levels of map, two levels of fun

## Challenges

- Handle four different kinds of collision
- Import physical nodes from different sprite files into one
- Change tank sprite file when upgrading

## Play Instruction– Tank Game

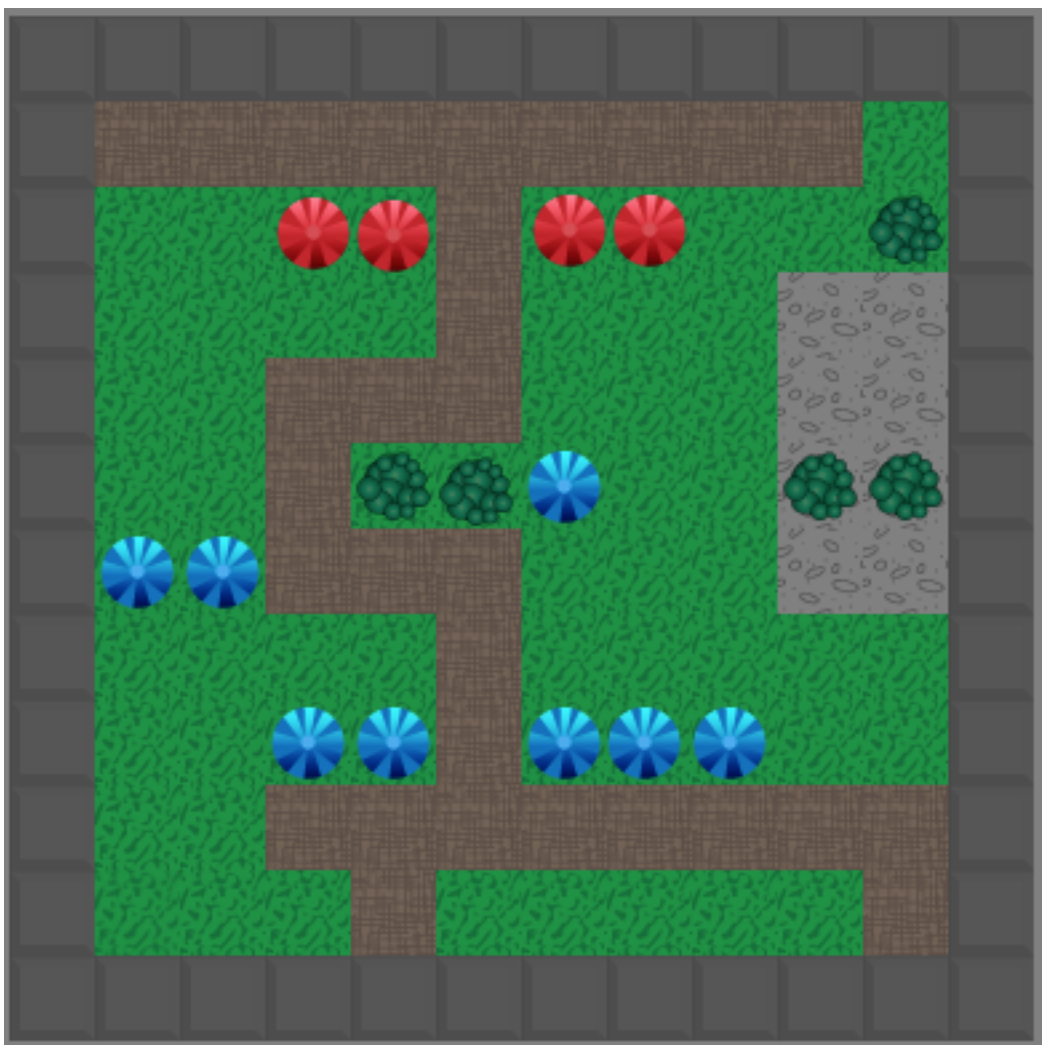
### Intruders



### Defenders



### Map

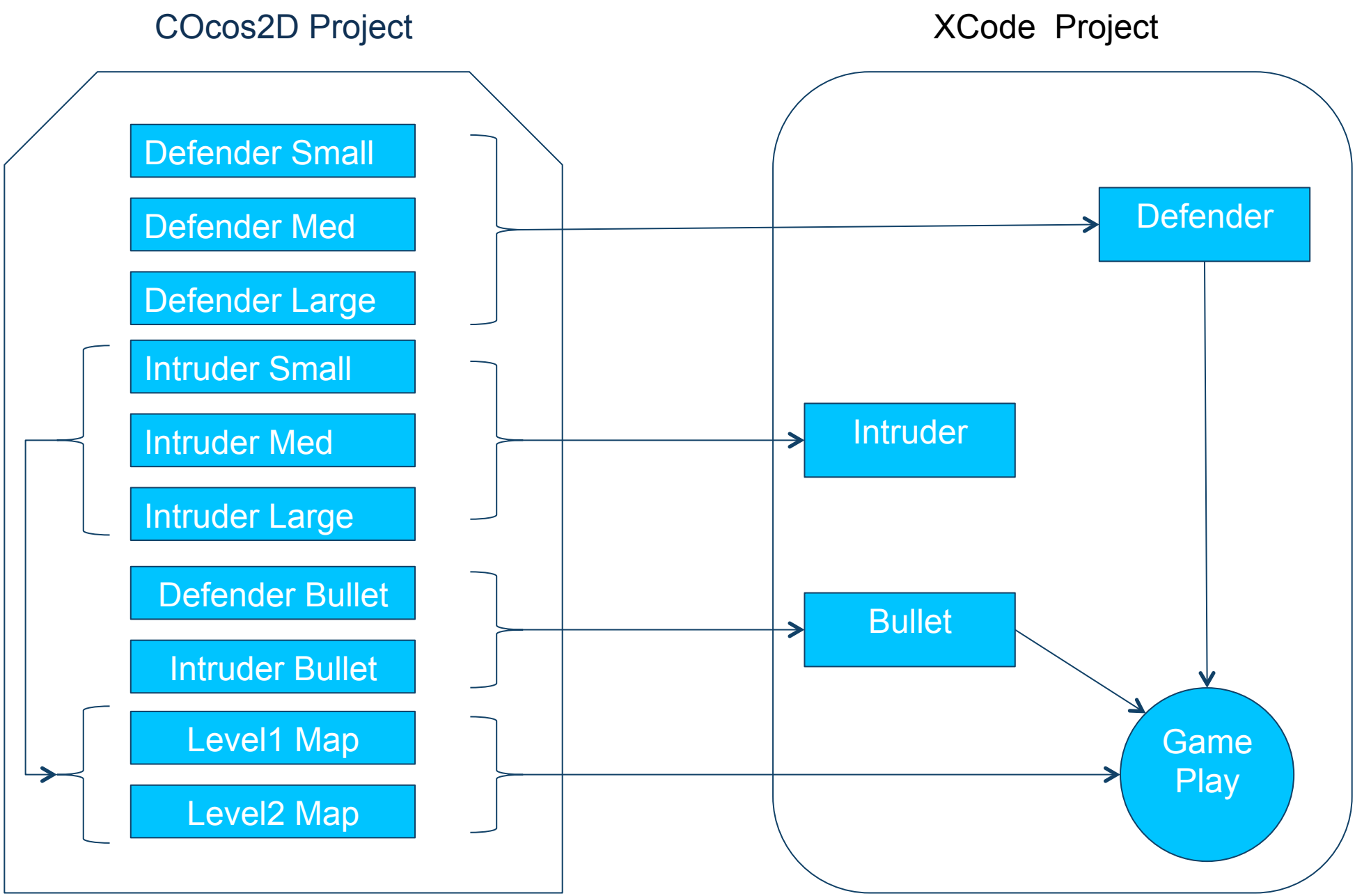


### GamePlay



- Intruders move, rotate and fire randomly
- Use four key to control direction of defender, one key to fire
- Defenders win when destroy all intruders
- Intruders win when defenders destroyed
- Defenders upgrade when enough intruders destroyed

## Code Architecture



## Roadmap

- Create sprite files for different components
- Moveable physical nodes for tank and bullet
- Implement collision handling
- Adding level sprite file
- Import physical node from level file
- Win/Defeat pop up and restart function

## References

- Tank Art: <https://www.makegameswith.us/academy/art/set/war-tanks?q=tank>
- <https://www.makegameswith.us/curriculum/getting-started-with-spritebuilder/collision-detection/>
- <https://www.makegameswith.us/curriculum/getting-started-with-spritebuilder/particle-effect/>