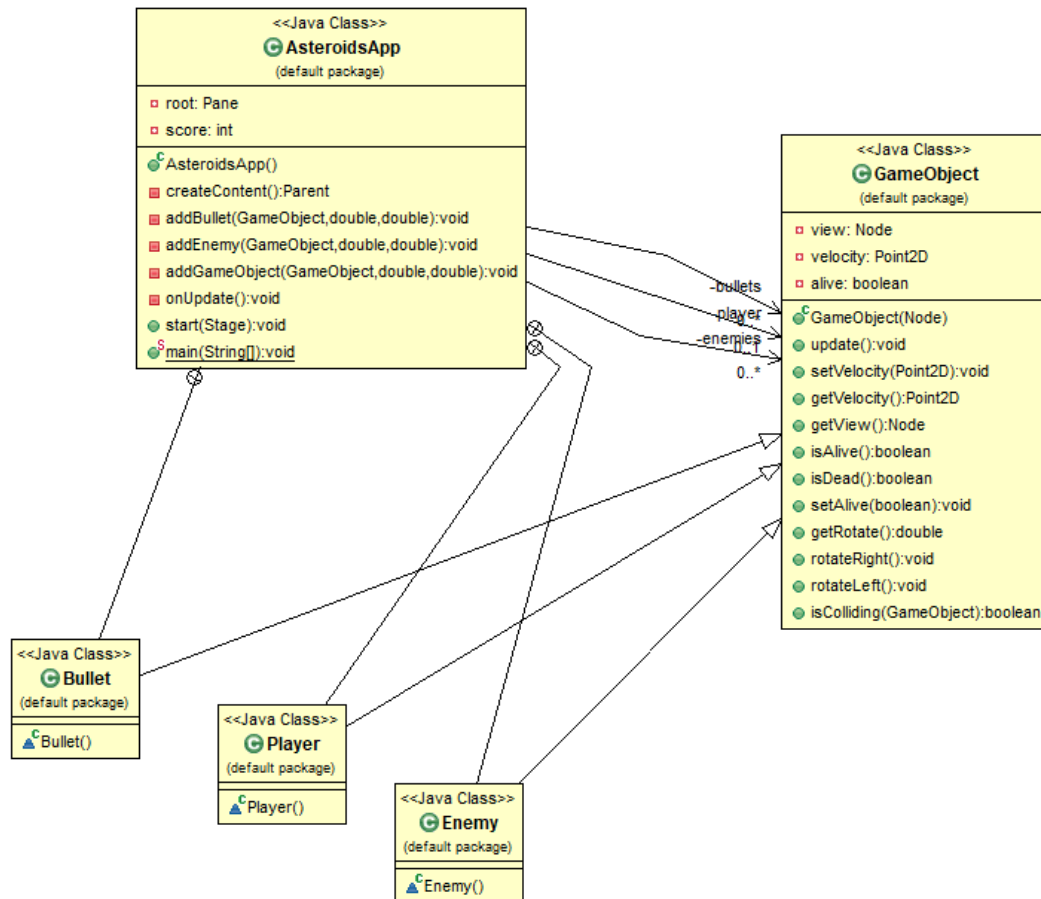


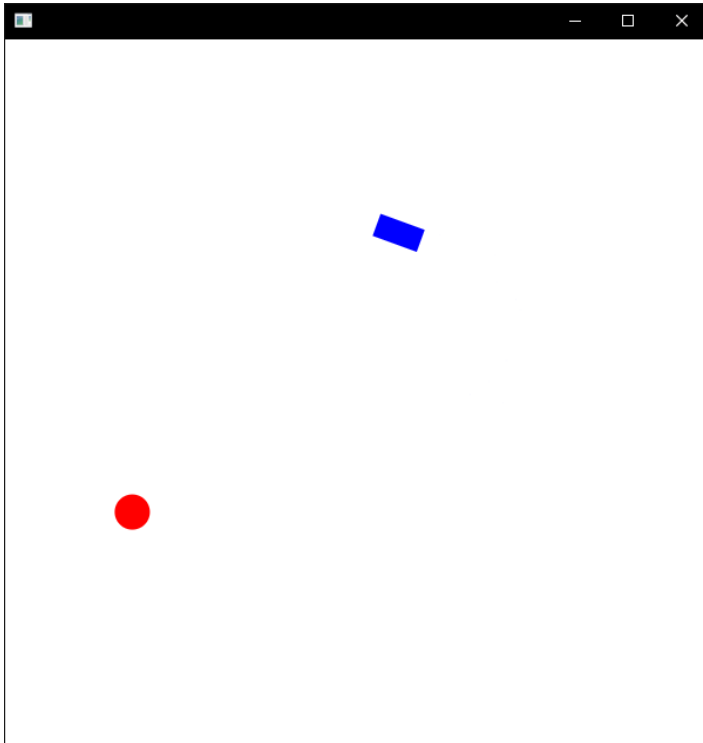
JAVA Project

<Tank Game>

<UML diagram>

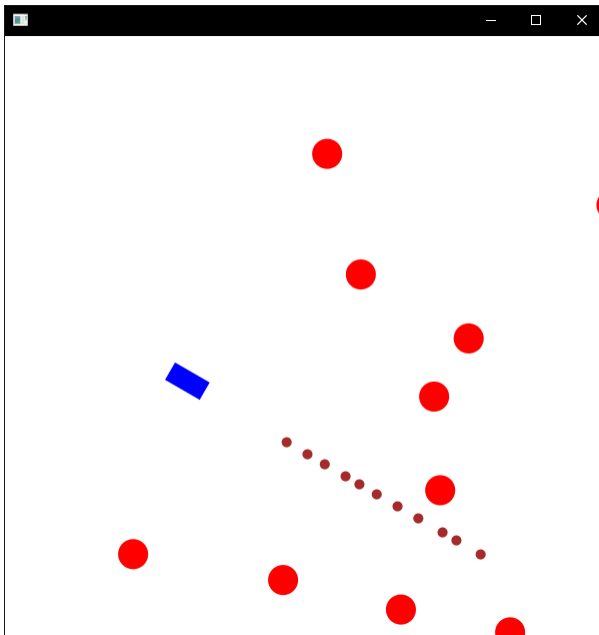


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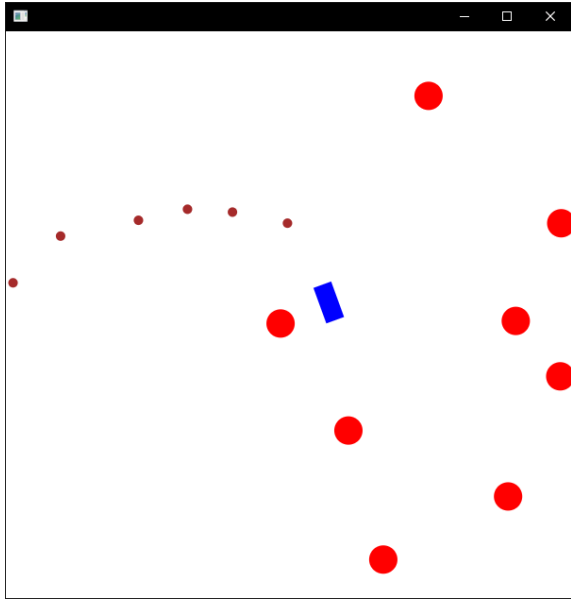
This is the first screen when the game start.

The red dot is enemy which Player should be kill it.



When the Player presses the space bar, the bullet goes out.

You can rotate with the left and right keys.



If Player get hit by a small bullet, Enemy disappears, and so does the bullet.