

Short Summary of VR DEV Intern test program.

Essentially i did not end up having as much time as i hoped for this task, but i did what i could in the time i had. The program works fine on my computer and i built it for windows 86/64 machine The executable is included in the mail. I started by watching some youtube clips for what a tank games looks like because i never made a game in 2D and never played any old tank games like this before. I found some available models and sprites for making your own tank and animating movement. After constructing a basic tank i started looking through the mobility algorithm that was also presented to make sure i didnt miss anything important in that code by using it. After i got them moving i started making my own FiringScript & EnemyScript & BulletScript to handle input buttons and see if user is firing, and to make a model of what is being fired and what happens when it hits a target. So after that was done i started working on the environment with some permanent tiles and some destructible and closing in the arena in boxcolliders2D. Took some tweaking and googling for error codes and looking at Unity Homepage for class definitions.

The program lets you play as 2 players versus eachother using the same keyboard, as suggested WASD and arrows keys with space bar and right ctrl key as firing keys. Each player has a health bar that for some reason changed position in the build and i didnt see it as that important to spend alot of time on fixing it given the deadline. Additionally i added a starting scene and an endscreen to give the user the option to quit or replay. Mostly simple implementations more focused on being functional than pretty as i had only free assets to use.

Hope it's satisfactory anyway, could do more with time but i got too many other things to do also.

//BR David