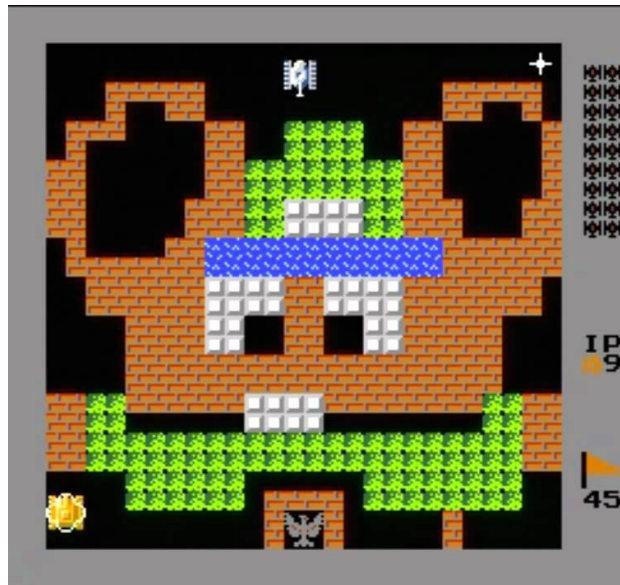


VR Developer Intern Assignment

Task

Create a simplified tank game similar to the classic, shown in this picture:



Requirements

- Map that supports a blank space and one type of wall.
- Only two tanks (both controlled by players)
- Keyboard control support (Arrow keys and WSAD).
- Projectile system.
- Destroy/respawn system.

Nice to have

- Artificial intelligence controlling the opponent instead of another person.
- Map stored in file.
- Different input method.

Deliverable

- The complete project in the desired engine (Unity/Unreal).
- A build containing the .exe that can run on Windows.
- A short summary pdf containing the process and the steps took in order to reach the final goal.