Diep.io

The player plays as a tank and has to fight against bots and farm shapes to level up. Leveling up will enable the player to upgrade Stats, such as health, regen and other stats. At certain levels the player will be able to upgrade to a different tank, different tanks have different abilities and even shoot different projectiles.

The player will be a circle with one or even more cannons and will always be in the center of the screen.

The enemies will be the same ass the player but red and move on their own.

The shapes to gain xp will be smaller circles, squares and triangles and will be stored in an arraylist.

The projectiles shot by the player and enemies will also be saved in an arraylist but will decay after a certain time.
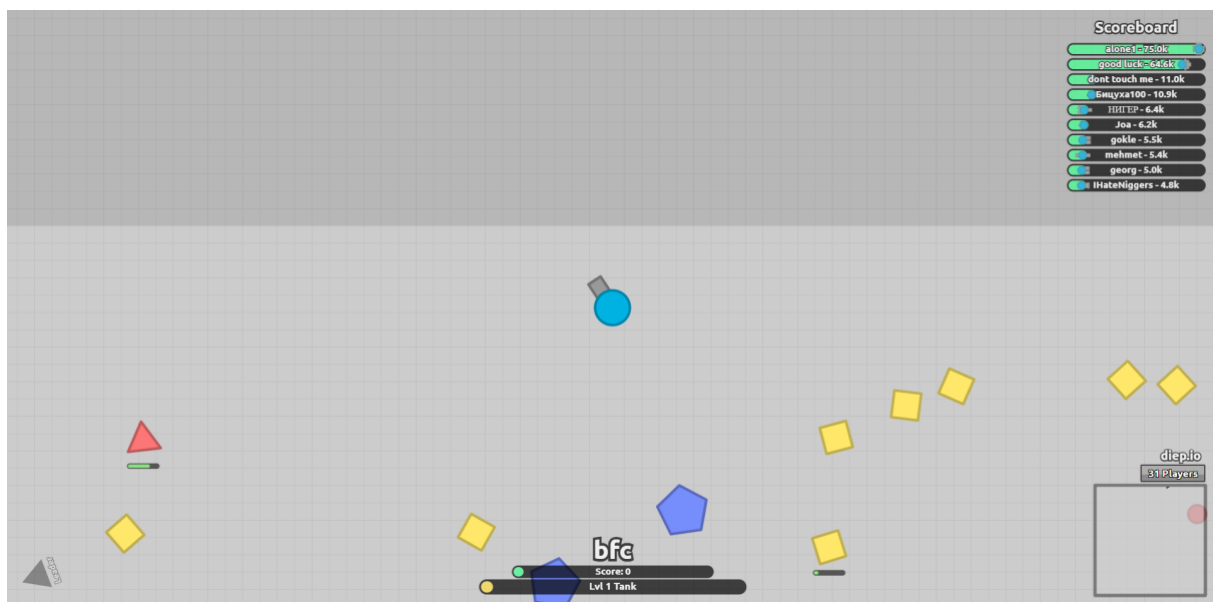
TO DO	IN PROGRESS	FINISHED
PLAYER		
	Movement	
	Cannon	
	Projectiles	
Upgrade stats		
ENEMY		
Movement		
Aim		
SHAPES (3 shapes)		
Spawn Shapes		

Classes:

MainFrame:

- Private spawnBots

DrawPanel:

Tank:

- Move
- Shoot
- isHit
- draw

Player extends Tank:

- Move
- Shoot

Projectile:

- Privat int x,y
- Private int shotBy
- Move

Shapes:

- Privat alShapes

Shape:

- Privat int x,y
- Abstract draw
- IsHit

Square extends Shape:

- draw

Triangle extends Shape:

- draw

Circle extends Shape:

- draw