

A Mini Project Synopsis on
Tank War Game

S.E. - I.T Engineering

Submitted By

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CERTIFICATE

This to certify that the Mini Project report on **Tank War Game** has been submitted by Janhvi Koske (21104015), Pranjal Kapse (21104084) and Shruti Mandavkar (21104038) who are a Bonafede students of A. P. Shah Institute of Technology, Thane, Mumbai, as a partial fulfilment of the requirement for the degree in **Information Technology**, during the academic year **2022-2023** in the satisfactory manner as per the curriculum laid down by University of Mumbai.

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References

Chapter 1

Introduction

Prepare for the exciting adventure in the world of epic multiplayer tank games! Amazing tank battle imbued with the spirit of fantastic world war is waiting for you! If you love driving with heavy vehicles and shooting, this is your free fire game! Improve your tank and drive it right into the battle to crush enemies! Choose a right weapon and win the tank battle!

Upgrade your tank - Improve your tank armor, speed, damage, reload time and other features with epic upgrade system. Amazing battlefields - Stunning locations: Arena sniper, nuclear reactor, dome, snow test site, space port filled with battle tanks, supersonic and crossfire of bullets. Daily bonuses, achievements, non-stop play Shoot modern tanks as long as you wish! Login daily to receive epic bonuses to expand and improve your hangar of fighter. Variety of achievements with cool battle rewards.

Compared with other application software, one game player can drive many players surrounding to attend it. As described above, the paper shows the basic flow and core technology of Android platform development by taking Battle City based on Android as the pointcut.

The gameplay concept is simple and can be broken into sections:

- Each tank has a driver with different health, attack power, speed, and armor preset by rank.
- Protect your own tank health .
- Fire bullets and destroy enemy tank .
- Upgrade your game level .

Chapter 2

Purpose :

1. It provides you with exciting kinds of edgy missions with tanks, war machines and more to keep you enthralled.
2. That's the beauty of this game, as the combat provides the real challenge and thrill of killing enemies.
- 3, It provides you with exciting goals to achieve .

Objectives :

Following are the objectives of our project :

- To create user friendly game interface .
- To entertain users.
- To helps improve brain co-ordination .
- To protect your tank.
- To save your tank health.
- To destroy enemy tank.
- To achieve your goal
- To upgrade your game level

Chapter 3

FEATURES AND FUNCTIONALITY :

- User friendly game interface .

Interface is bound to simple and very friendly as per the user is concerned.

- For entertainment purpose .

User can play game to stress free their mind .

- Protecting your own tank .

Player can protect their tank by saving their tank health .

- Destroying enemy tank .

Player can shoot bullets at enemy tank and destroy enemy tank .

- Winning the level .

Player can win the level by destroying all the enemy tank .

- Upgrading game level .

Player can upgrade the level by destroying all the enemy tank in previous level .

Chapter 4

Project Outcomes :

Following are the project outcomes of our project :

- Game welcome module.

User can click on the interface and enter the game.

- The player can enter the game.

By clicking the “new game” button user can enter the game.

- Moving tank .

User can move the tank with help of keys “WSAD” where W=up, A=left, S=down, D=right respectively.

- Firing bullets .

User can fire bullets using “F” key.

- Protecting city .

User can protect city by destroying all enemy tanks .

- Winning game level .

User can win the level by destroying all enemy tanks .

- Upgrading levels .

User can upgrade level by killing all enemy tanks in previous level and winning the level .

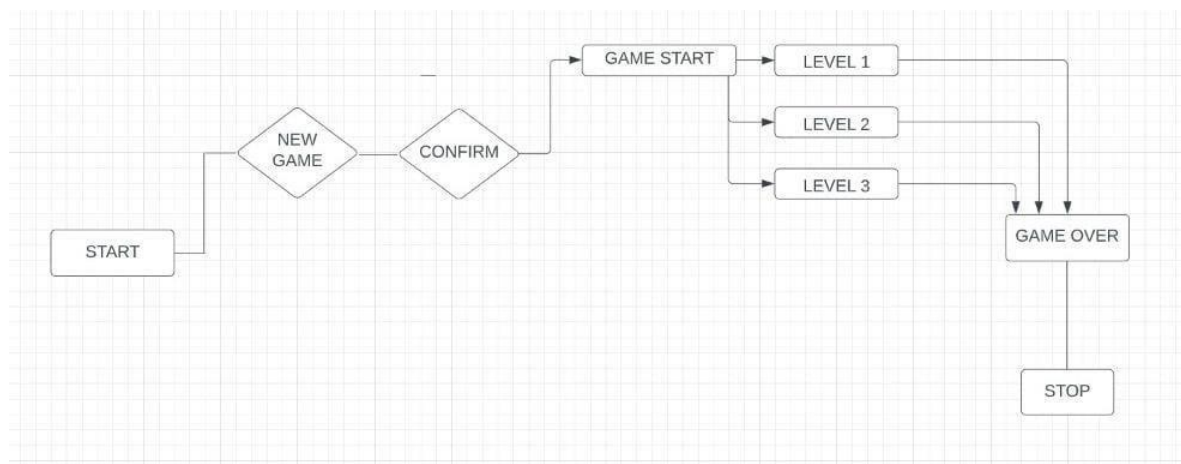
Chapter 5

Software Requirements :

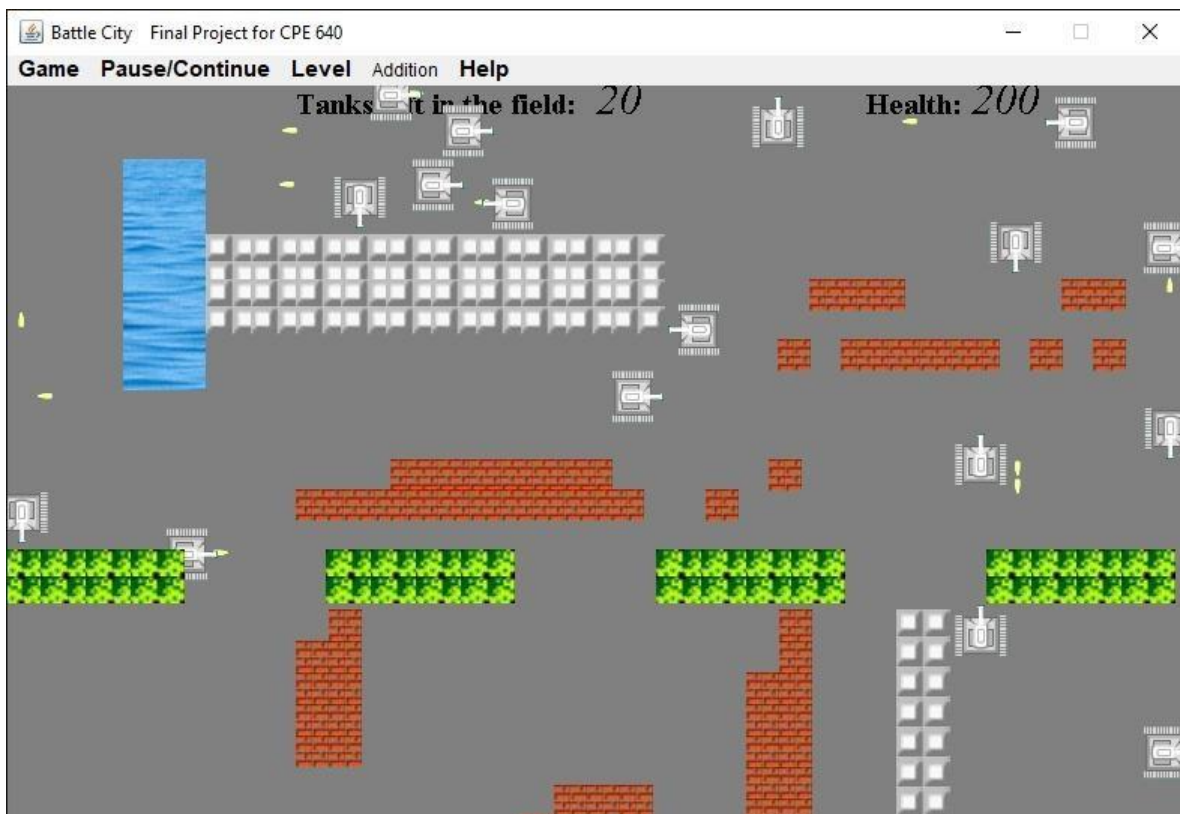
- ECLIPSE IDE
- JAVA
- NET BEANS IDE
- VS CODE

Chapter 6

Project Design :



Implementation :



Chapter 7

Project Scheduling:

Project Scheduling

WBS NUMB	TASK TITLE	START DATE	DUE DATE	DURATION (Weeks)	PERCENTAGE OF TASK
1	Project Conception and Initiation				
1.1	Group formation and Topic finalization. Identifying the scope and objectives of the Mini Project	7-28-22	8-4-22	1	100%
1.2	Identifying the functionalities of the Mini Project	8-4-22	8-11-22	1	100%
1.3	Discussing the project topic with the help of paper prototype.	8-11-22	8-18-22	1	100%
1.4	Designing the Graphical User Interface(GUI)	8-18-22	8-25-22	1	100%
1.5	Presentation I	8-25-22	9-8-22	1	100%
2	Project Design and Implementation				
2.1	Database Creation	9-8-22	9-22-22	2	100%
2.2	Connectivity	9-22-22	9-29-22	1	100%
2.3	Report Writing	9-29-22	10-6-22	1	100%
2.4	Presentation II	10-6-22	10-20-22	2	100%

Chapter 8

Conclusion:

With the rapid development of android gaming platform all games are emerging rapidly

Tank war mobile game shows that software can realize the function of system correctly and can successfully run on Android platform.

Users can easily access the functions and play the game .

References :

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- <https://youtu.be/7jgIr96VBVE>
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- Design and Implementation of Tanks War Game Based on the Android Platform
- <https://www.researchgate.net/publication/328749538> The Design of
Game Platform Based on Java