

Tank Battle V1.0

You have been tasked with making a mini game 'tank battle' which will be one of many mini games in a product. The art assets and basic scene have been supplied by the art department and you must make a playable prototype.

You should use any coding practices and game play mechanisms you feel are appropriate.

The design specification is as follows

- There is a flat game world with obstacles placed on it.
- The tanks start from two fixed locations.
- One tank (computer) will move to a random position on the map.
- The player will click a location and the other tank will go to the clicked location.
- When both tanks are at their locations they will take turns firing at each other.
- Player can control the elevation and shot power of the gun for each shot. The computer will control the other one.
- The computer must iteratively find the correct elevation and power.
- When a shell hits its target there will be an explosion and the winner displayed
- All shells must be simulated not calculated