

Final Sprint Requirements Artifacts

Team Number: 12

Team Members: Kai Achen, Andrew McFerrin, John Newman,
Aiden Patel, Landon Pyko

1. Super Shot Powerup

- Powerups can be picked up on the map to help you on a level.
- They cannot be picked up by AI
- Powerups are timed. So once time runs out, the player loses the buff provided

Super Shot:

- Bullets become larger
- Larger bullet, but the same speed

2. Speed Up Powerup

- Powerups can be picked up on the map to help you on a level.
- They cannot be picked up by AI
- Powerups are timed. So once time runs out, the player loses the buff provided

Speed-Up:

- Increases tank speed

3. Triple Shot Powerup

- Powerups can be picked up on the map to help you on a level.
- They cannot be picked up by AI
- Powerups are timed. So once time runs out, the player loses the buff provided

Triple Shot:

- When player shoot, they shoot three bullets at a time
- Bullets are shot in three different directions at the same time

4. Overall Polishing

Menus:

- Smooth out menu navigation and alignment
- Improve visual quality of all menus

Edge Cases

- Perform rigorous testing to test all possible actions a player could take
- From this we can find and polish as necessary

Visual Improvements

- Higher quality assets
- Possible animations for the tank