Final Sprint Requirements Artifacts

Team Number: 12

Team Members: Kai Achen, Andrew McFerrin, John Newman,

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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