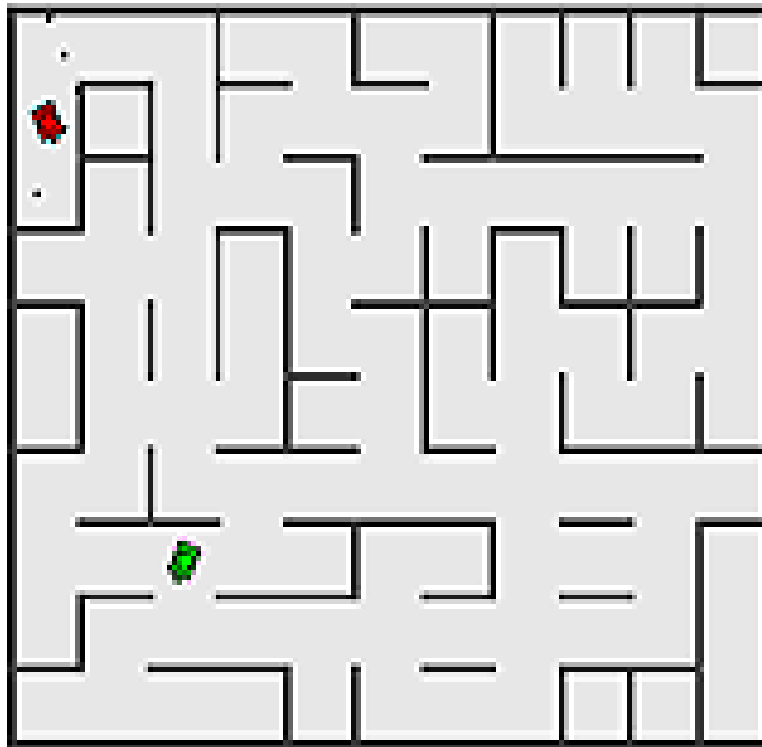


# CSSE 120 Project Proposal

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## “JAJ Tanks”

Our group got this idea of making Pygame from the game called tank trouble. The purpose of this game is to shoot the bullet and dodge the bullet from the opponent's tank. The map of this game is like a maze game with walls. Each player controls a tank, attempts to shoot each other. When the tank shoots the bullet, the bullet will have a certain time it bounces the wall and then it will disappear. The original game of “Tank Troubles” is a local game for up to three players. While, our group's Pygame “JAJ Tanks”, is an online game for up to 4 players.



www.tanktrouble.com

Get your own tank at [www.TankTrouble.com](http://www.TankTrouble.com)

The tanks can fire shells by clicking the mouse button, which destroys other tanks if they get hit. The destruction of a tank grants the opposing player a point and causes a brief explosion and accompanying sound, during which time the other tank cannot shoot, before restoring the tank to the same position. Points are displayed above the play area, and flash during the final twenty seconds of the round. The game has no time limit. The objective of this game is to dodge shells from opponent tanks'. Also win the match by shooting bullets to hit the opponent's tank.

Essentials:

- Turrets with controls
- Shells from the turrets
- Tank moving
- Tank gets hit by the shell.
- scoreboard

Anticipated:

- Map change(by randomly generated)
- The sound of each motion