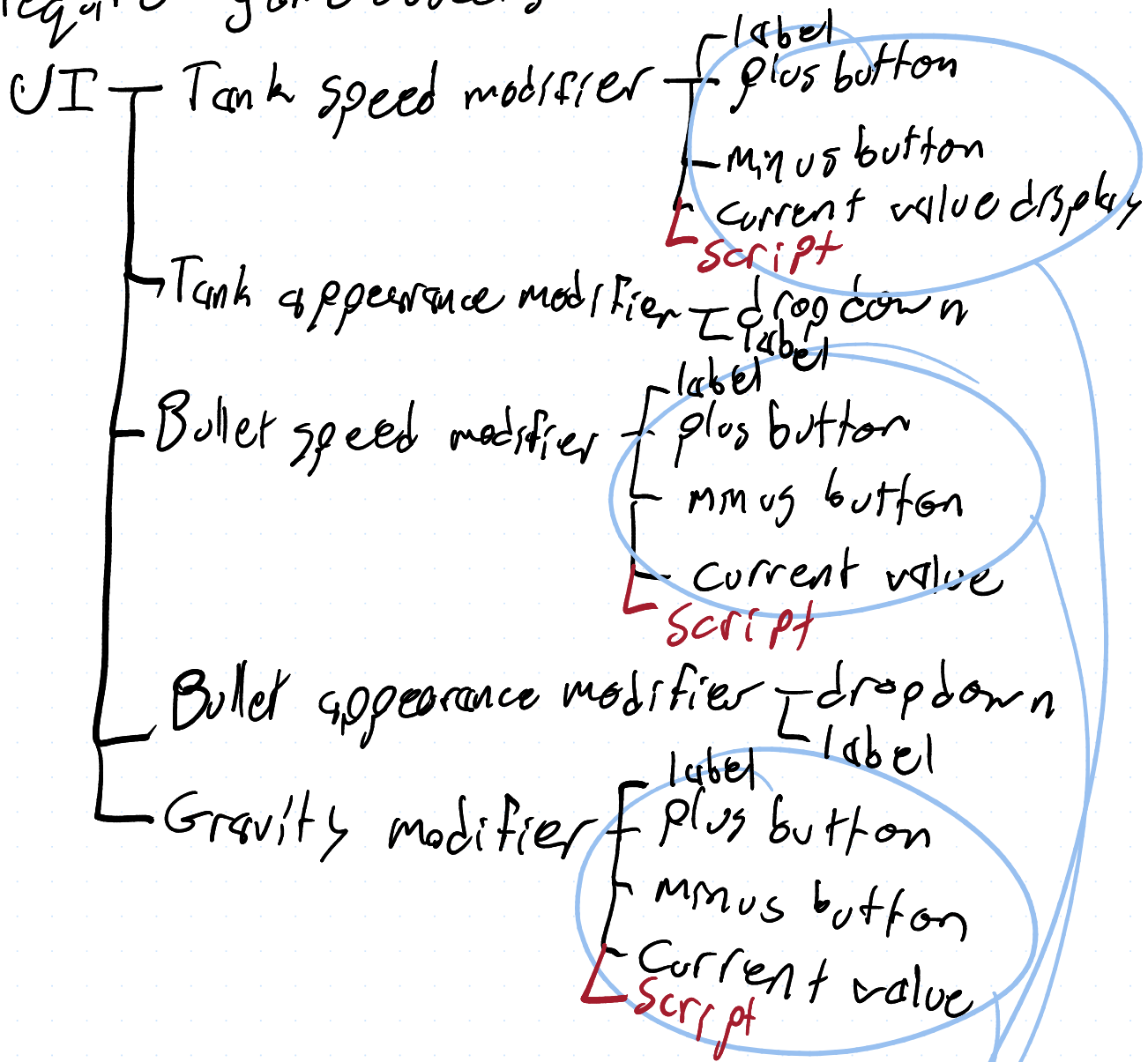


# Coding Gym Week 6 - Tank pseudocode

required game objects



make a prefab  
for these

Tank - Body  
- Tracks x2  
- Barrel Pivot - Barrel  
- Script

(prefab)  
Bullet - Sprite  
- Script

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Bullet Script

var speed

Update()

- Move bullet forward by  $\text{speed} * \text{deltaTime}$

---

Barrel Pivot Script

var bullet prefab

var BulletSpeedModifierScript

var BulletAppearanceModifierDropdown

var AudioSource

var BulletSoundClip

Update()

- Make barrel face the mouse

- get world position of mouse

- get vector from barrel to that position

- point the barrel in the direction of that vector

- If mouse is clicked

- Get the position of the tip of the barrel

- spawn a bullet at that position

- Set its sprite to the bulletAppearance dropdown

- set its speed to the bulletSpeed value

- Play a one-shot sound

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## Tank Body Script

var TankSpeedModifierScript

var TankAppearanceDropDown

var BodySpriteRenderer

Update()

- Get movement input vector

- Move tank on x-axis by speed in TankSpeedModifierScript times deltaTime

- If the current sprite is different from the Appearance Dropdown's sprite

- change current sprite to Appearance Dropdown's Sprite

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## Value Changer Script

var speed

var changeInSpeed

var ValueText

Start()

- update Value text

Update Value text()

- set value text's text to value in string form

Increase()

- increase speed by changeInSpeed

Decrease()

- decrease speed by changeInSpeed