1. GitHub ID : LeonGu0402
2. Notes and ideas:

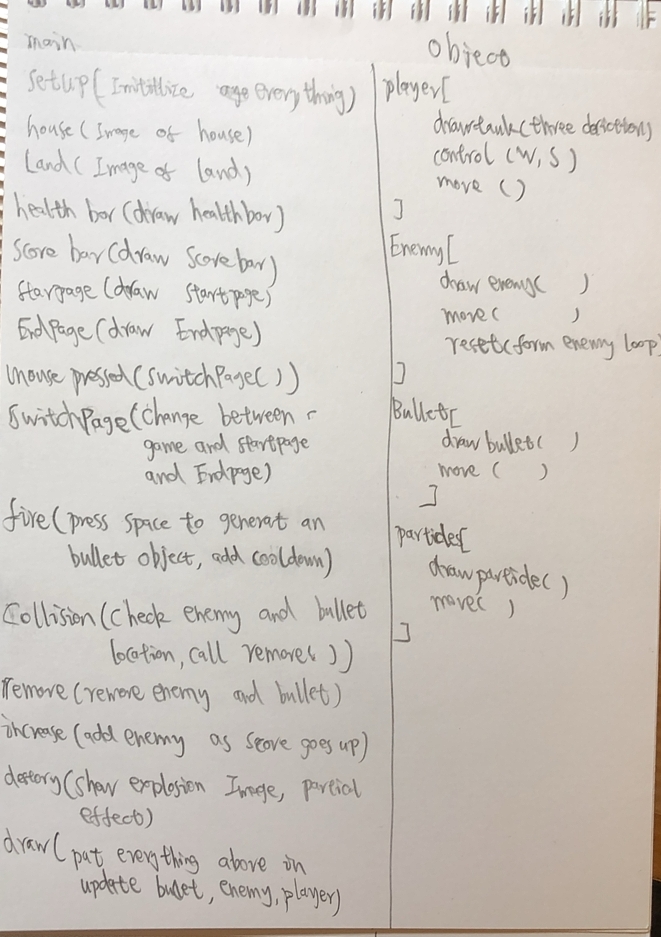
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描述已自动生成

图示, 示意图

描述已自动生成

1. Pseudocode:



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| --- | --- | --- | --- |
| **Milestone 1** | **Milestone 2** | **Milestone 3** | **Milestone 4** |
| Draw the map, player tank  Make the control system | Health system  Score system  Starting screen and ending screen  Create enemy class  Make enemy move | Create bullet class  Fire function  Collider  Remove enemy and the bullet  Add animation of explosion  Set fail condition and scene switch | Change enemy into arraylist and use array in particles  Increase enemy number as score goes higher  Decorations on map(house)  Use random2d function to create particle effect |
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| You should deliver approx. 10 skills at this milestone | You should deliver approx. 10 skills at this milestone | You must deliver 30 inventory skills by this milestone. |  |