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

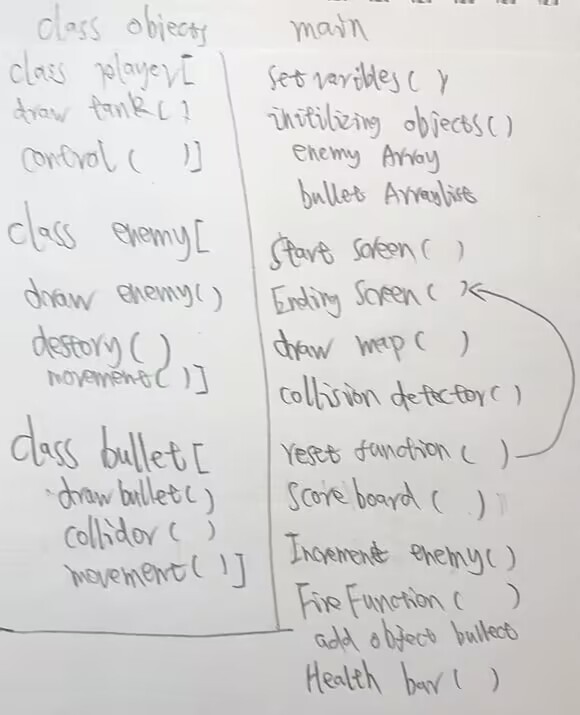
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描述已自动生成

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  Remove the bullet that hits  Add animation of explosion  Set fail condition | Increase enemy number as time goes by  Decorations on map(grass, house) |
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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. |  |