

UVEC Programming 2021



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1. Introduction

Our Goal for this program was to create a multiplayer game that implemented a scoring system.

2. Gameplay

We Decided to implement a game we called bullet tag. The goal of the game is to hit your opponent more times then you are hit. Each player drives a tank around an arena. Each player gets 1 minute to shoot and 1 to run. The shooting player fires bullets up to once a second, which can ricochet against the walls one time, HTe next time they hit a wall, they are destroyed. If the attacking player hits the defending one with a bullet, the bullet is destroyed, and the attacker score is increased. Each player takes a turn as the attacker and defender, and the one with the highest score wins.

3. Bugs

There is a significant bug in scoring. When the attacking tank hits itself with a bullet, their score will be incremented. If we had more time, this is the first thing we would fix. All other issues stemmed simply from running out of time to implement features, thus, we do not have a functional game over or loading screen.

5. Appendices

5.1 Appendix A: References

[1] "Engineering Expansion and new Lab building," *University of Victoria*. [Online]. Available: <https://www.uvic.ca/campusplanning/current-projects/engineering-expansion/index.php>. [Accessed: 26-Sep-2020].

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5.2 Appendix B