Tank shooter

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Motivation

1. Exciting
2. Game industry
3. I love tanks

Features

1. Hero tanks
2. Enemy tanks
3. Maps
4. Objective
5. Mission
6. Leaderboard

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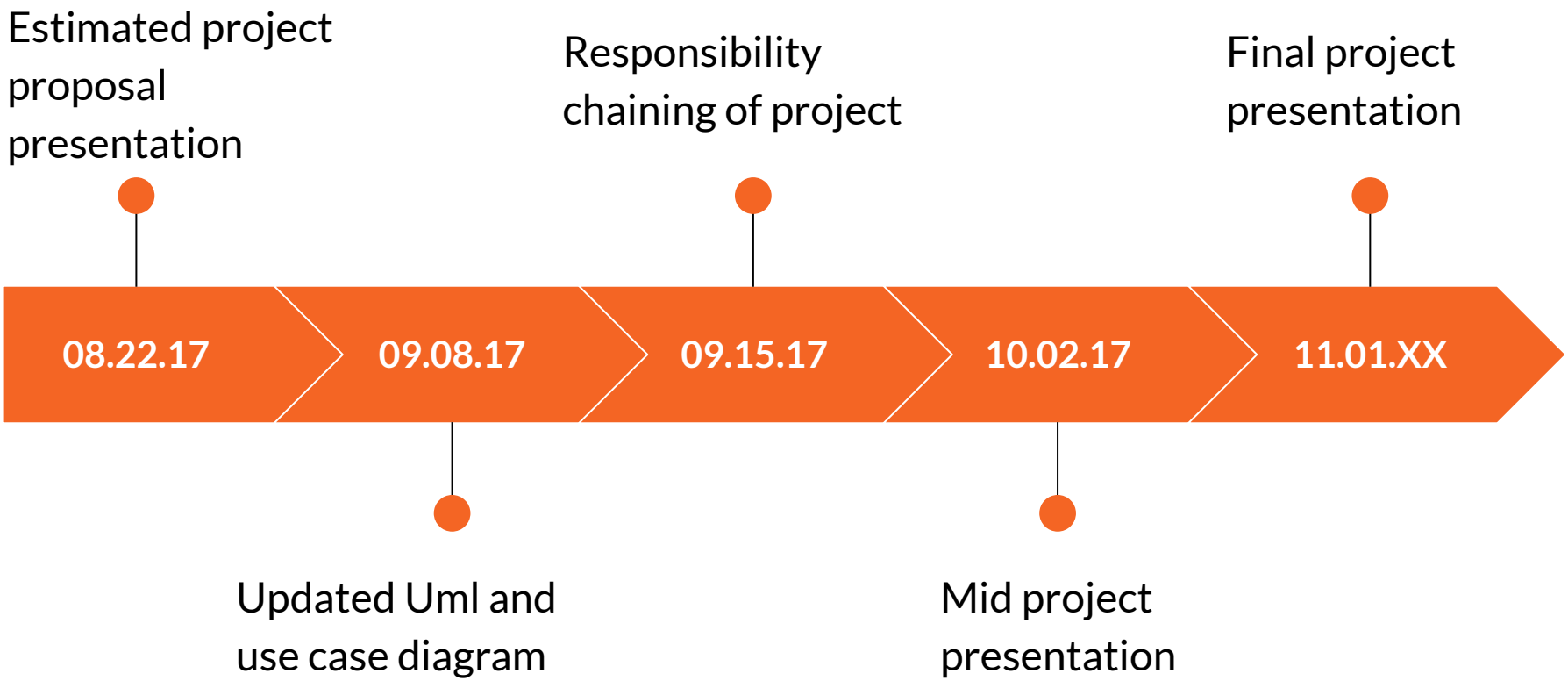
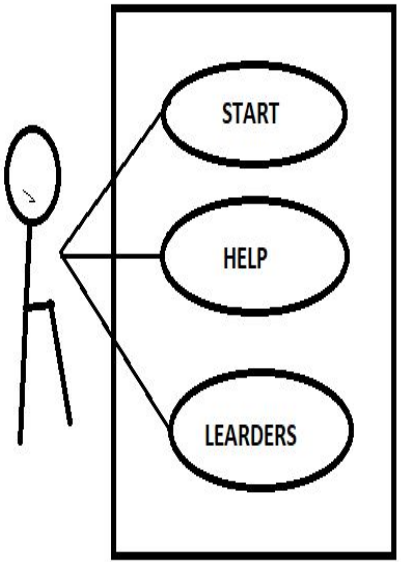
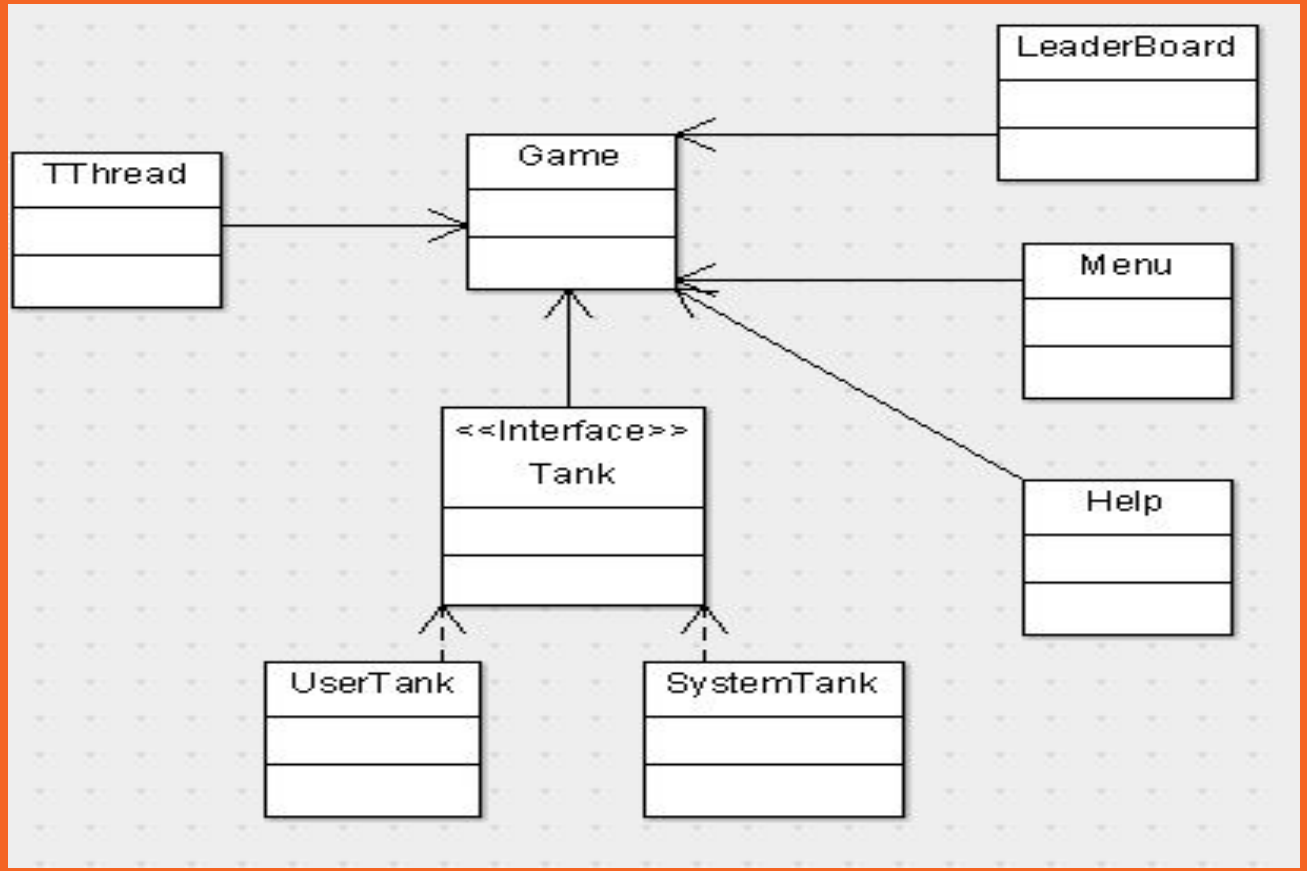
Tentative Schedule


Estimated project proposal presentation
Responsibility chaining of project
Final project presentation
08.22.17
09.08.17
09.15.17
10.02.17
11.01.XX
Updated Uml and use case diagram submission
Mid project presentation

Tentative Use case Diagram



Class Diagram


LeaderBoard
TThread
Game
Menu
<<Interface>>
Tank
Help
UserTank
SystemTank

Design patterns

1. Strategy
2. Observer
3. Singleton
4. Factory

UI and UX

UI and UX

UI and UX

UI and UX

Thank YOu