

2D TANK GAME

Team: Sea-Pound (C#)

MEET TEAM SEA-POUND (C#)



Photo courtesy of East Bay Times

- Nicholas English
 - Full-Stack Developer at AutoSweet
 - M.S. Applied Computer Science

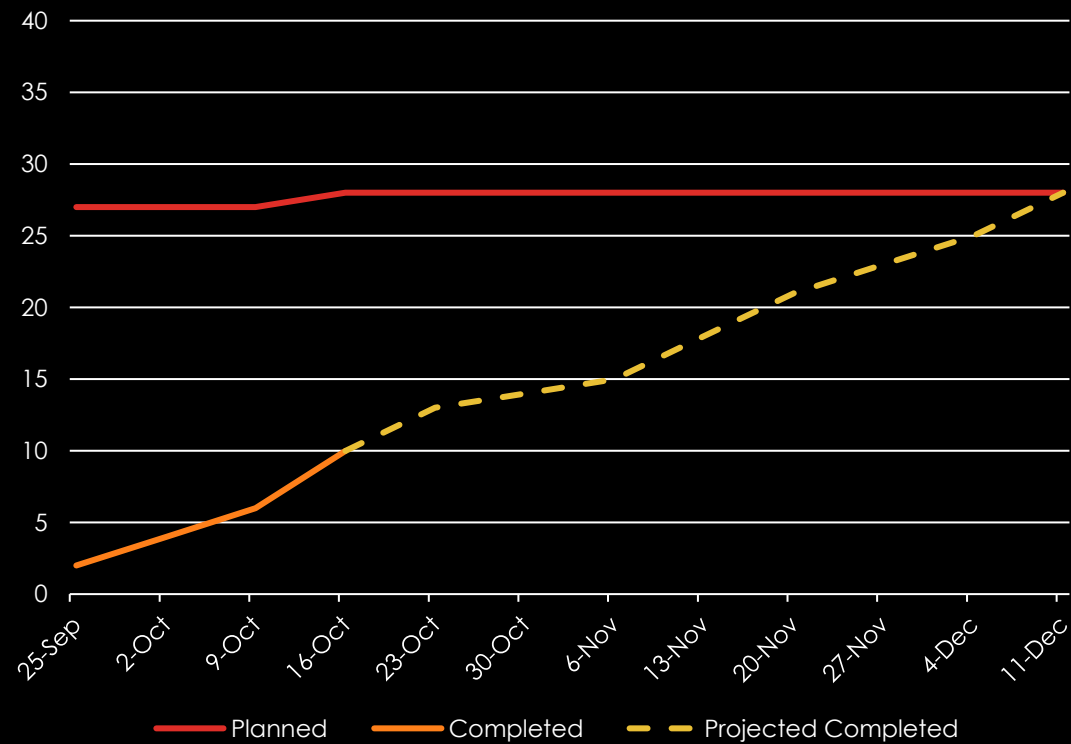
PROJECT DESCRIPTION

- Player controls a tank
- Multiple game modes
- Multiple maps
- Unity Game Engine
- Sprites/Audio from OpenGameArt.org

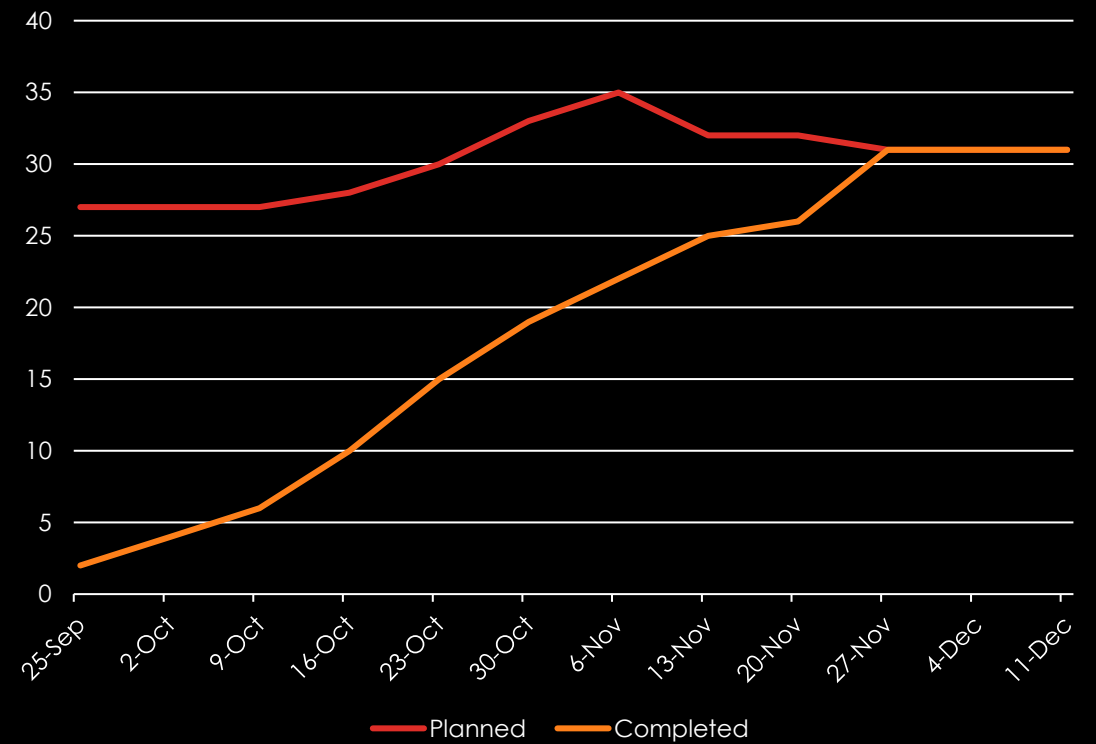


PROJECT TIMELINE

Midterm Burn Up Chart

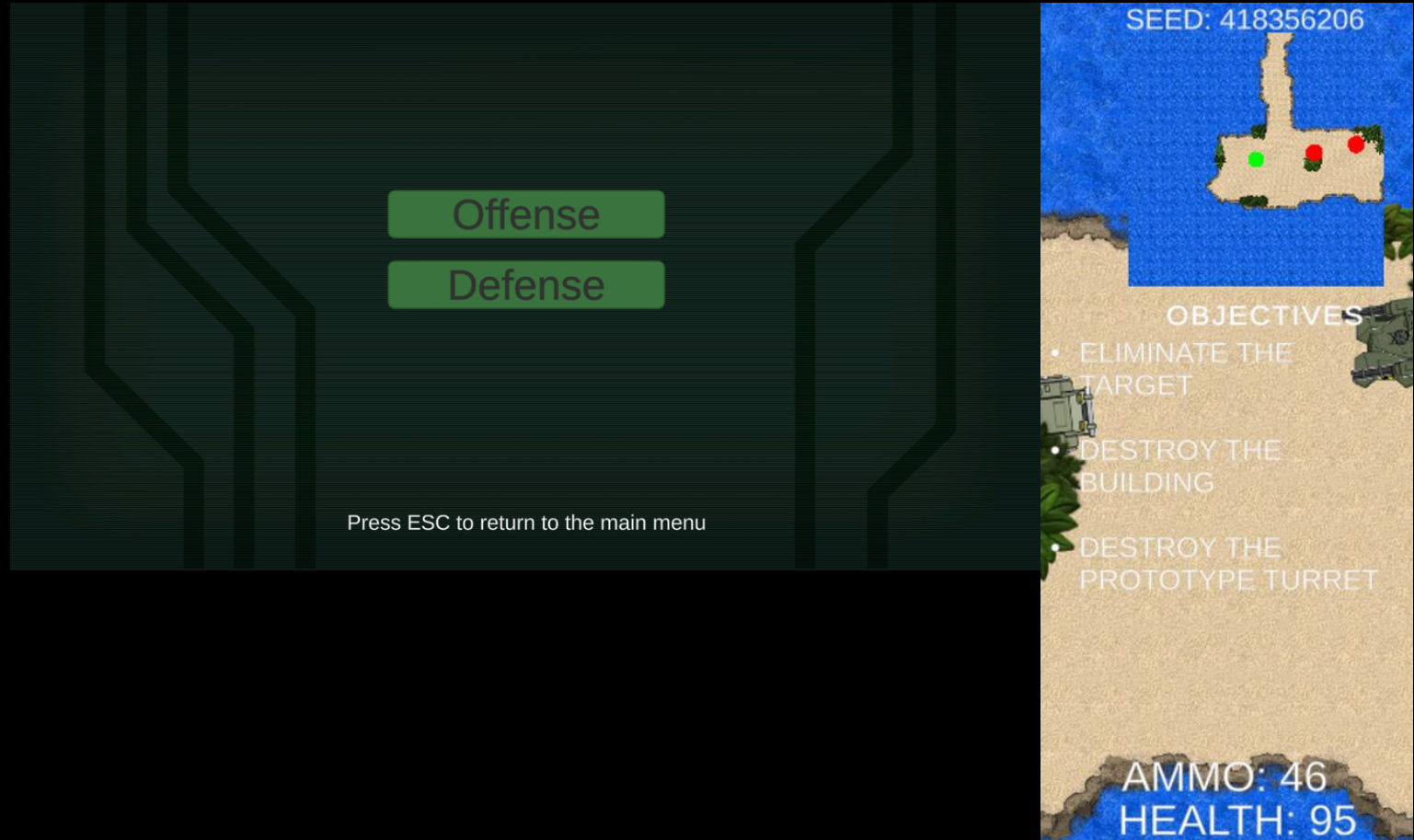


Final Burn Up Chart



UPDATES AND CHANGES

- Player HUD
- New game modes
- Health & ammo regen
- Explosions
- Beta Tests



DOWNLOAD & INSTALL INSTRUCTIONS

- Visit my repo
- Download zipped folder
- Unzip folder
- Run TankGame.exe

NWEenglish / GVSU-CIS641-Sea-Pound Public template
forked from gvsu-cis641/base

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master 11 branches 0 tags Go to file Add file <> Code Use this template

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This branch is 147 commits ahead of gvsu-cis641:master. Contribute Sync fork

NWEenglish Moved source code to src folder 2f056af 4 minutes ago 156 commits

Tutorial	Complete tutorial project and additional POC items (GH-1)	2 months ago
artifacts	Add use case diagrams	7 days ago
docs	Update the change management	4 days ago
meetings	Add meeting notes for 2022-12-4	8 hours ago
src	Moved source code to src folder	4 minutes ago
tests	Folder structuring	2 years ago
website	Moved theme file	2 months ago
.gitignore	Add the .gitignore file	2 months ago
LICENSE	Initial commit	2 years ago
README.md	Update high-level README file	7 days ago
TankGame.zip	Add zipped file for final game	7 days ago

DEMO