

2D TANK GAME

Team: Sea-Pound (C#)

MEET TEAM SEA-POUND (C#)



Photo courtesy of East Bay Times

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

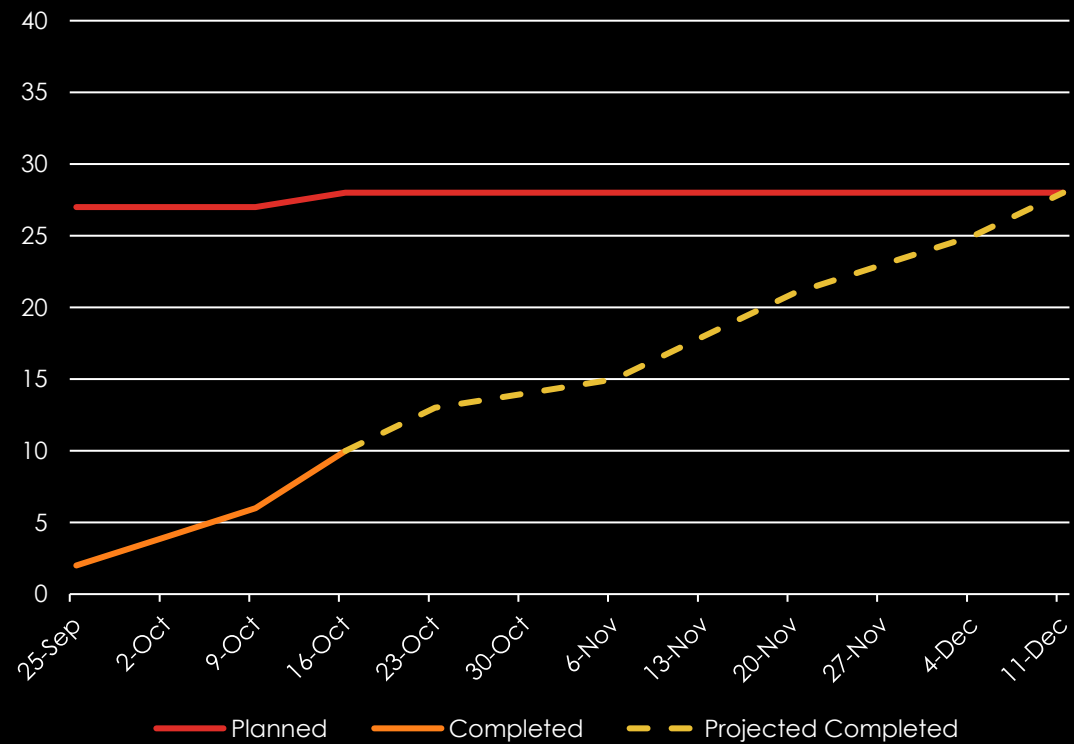
PROJECT DESCRIPTION

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

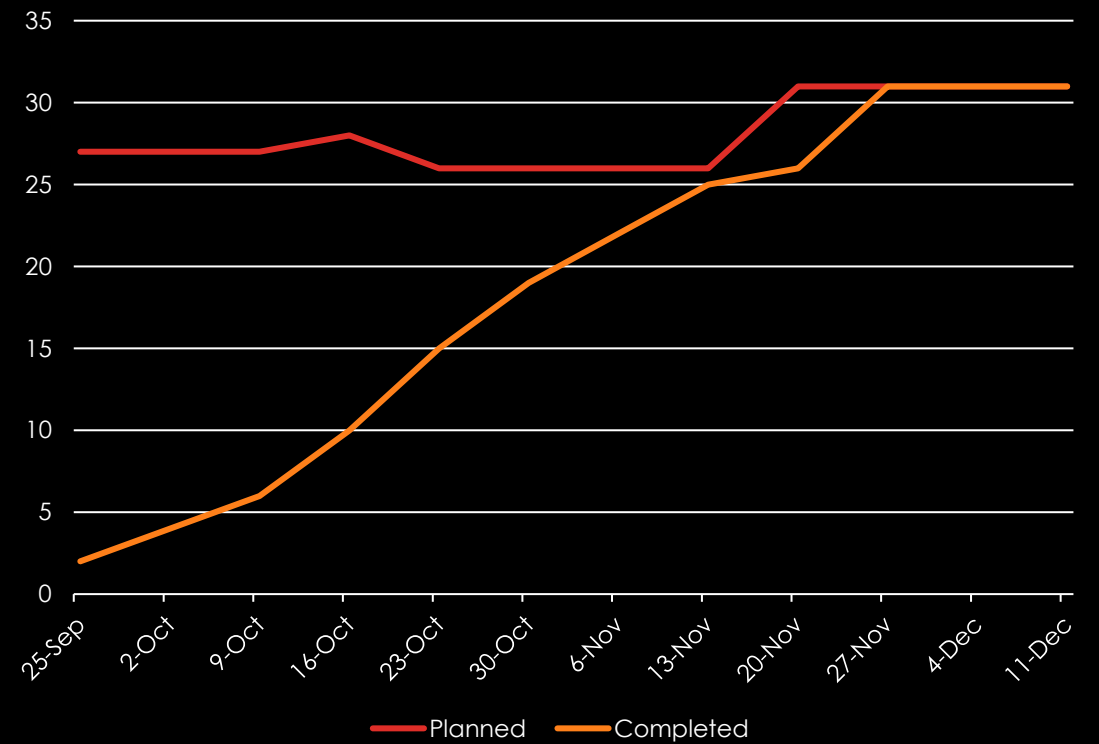


PROJECT TIMELINE

Midterm Burn Up Chart

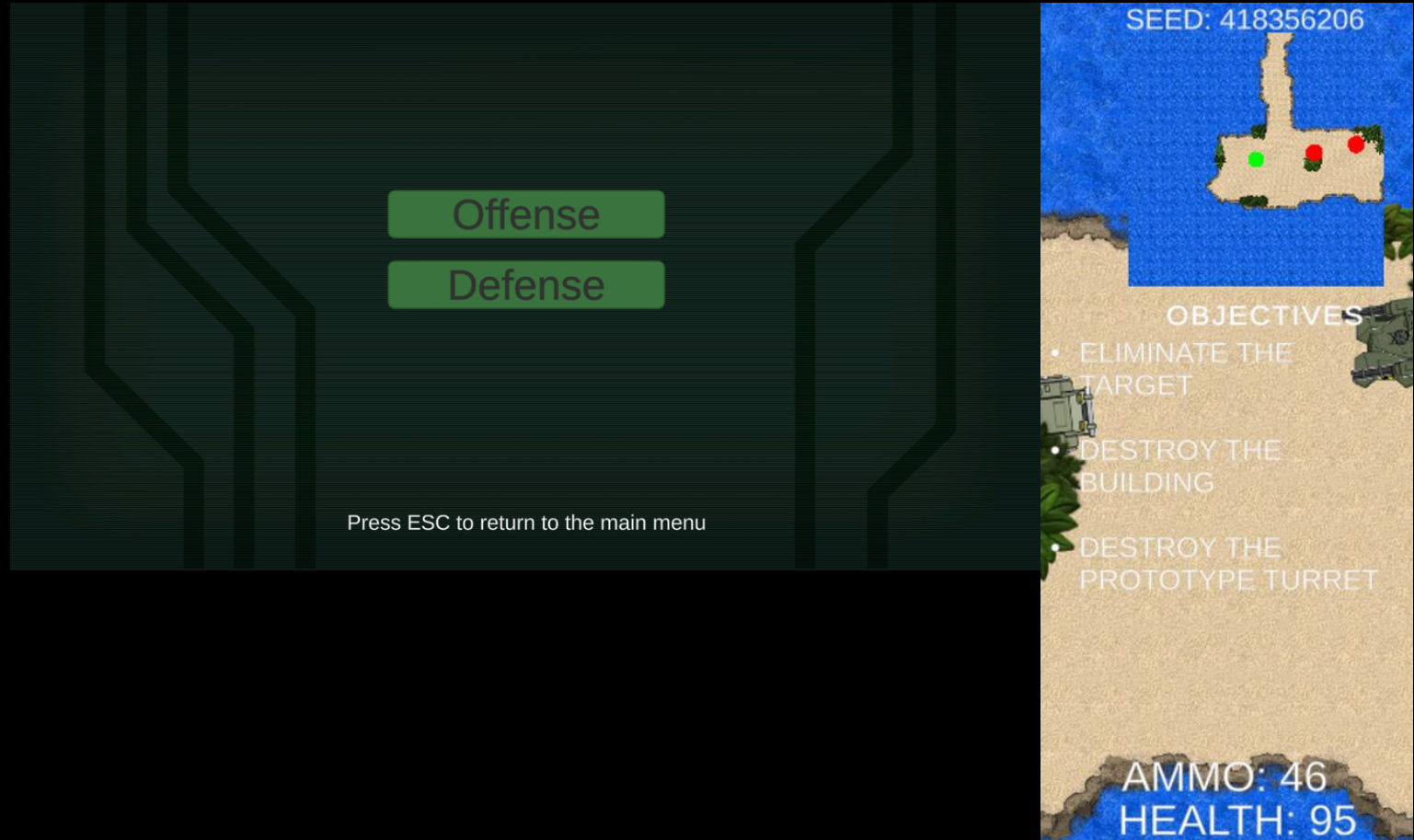


Final Burn Up Chart



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

The screenshot shows a GitHub repository page for **NWEenglish / GVSU-CIS641-Sea-Pound**, which is a public template forked from **gvsu-cis641/base**. The repository has 11 branches and 0 tags. The master branch is not protected. The page shows the repository is 147 commits ahead of the upstream master. A commit history table is displayed below.

Commit Hash	Commit Message	Time Ago
2f056af	Moved source code to src folder	4 minutes ago
	Complete tutorial project and additional POC items (GH-1)	2 months ago
	Add use case diagrams	7 days ago
	Update the change management	4 days ago
	Add meeting notes for 2022-12-4	8 hours ago
	Moved source code to src folder	4 minutes ago
	Folder structuring	2 years ago
	Moved theme file	2 months ago
	Add the .gitignore file	2 months ago
	Initial commit	2 years ago
	Update high-level README file	7 days ago
	Add zipped file for final game	7 days ago

DEMO