

# 2D TANK GAME

Team: Sea-Pound (C#)

# MEET TEAM SEA-POUND (C#)

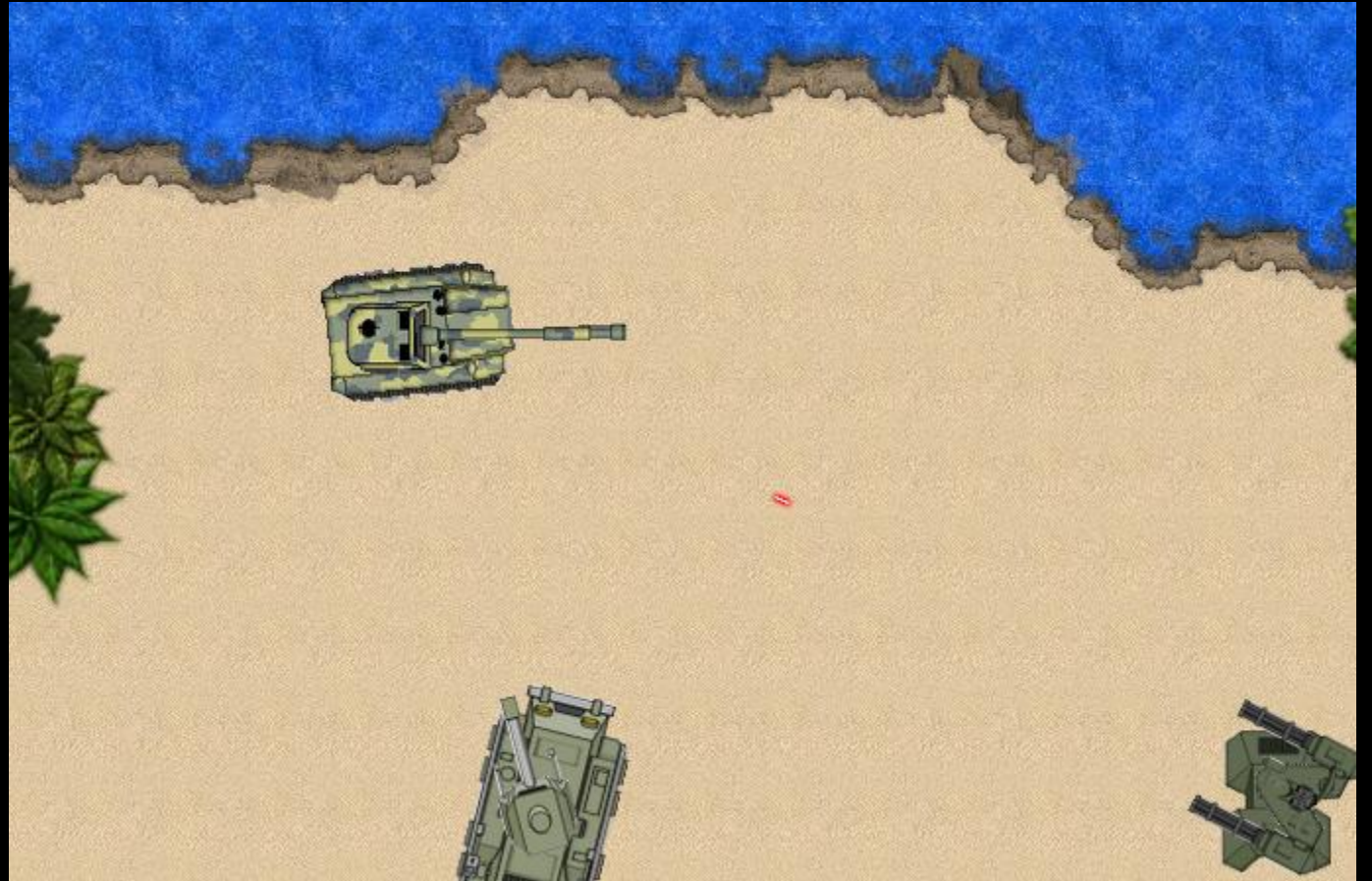


Photo courtesy of East Bay Times

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# PROJECT DESCRIPTION

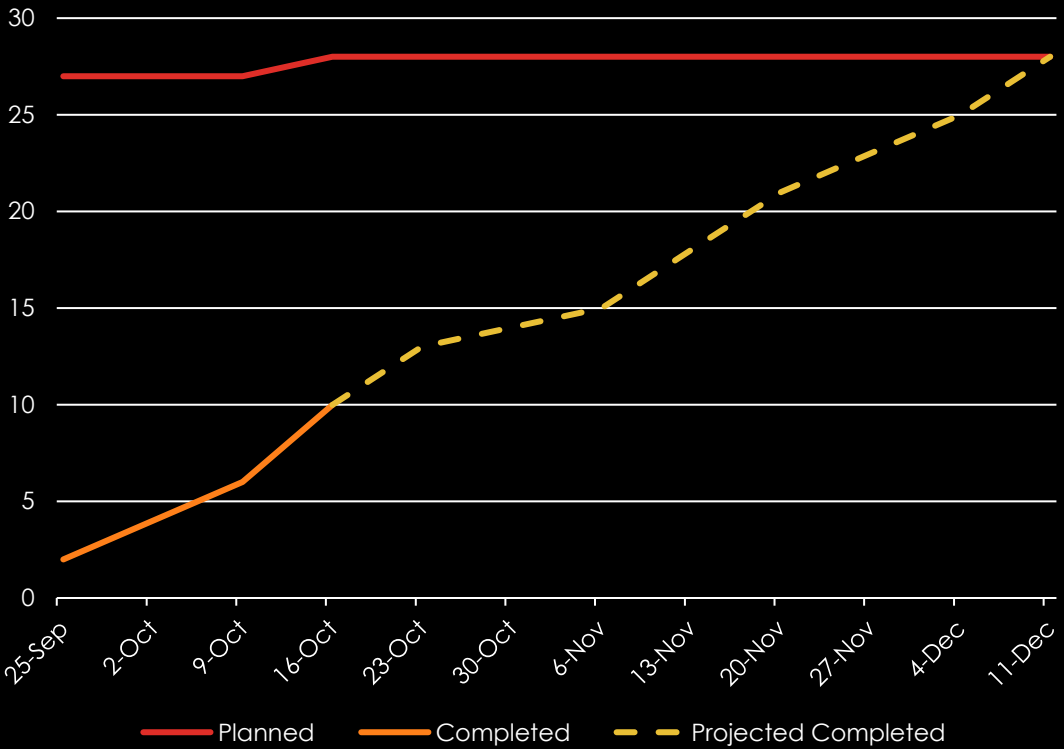
- Player controls a tank
  - Multiple game modes
  - Multiple maps
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- Unity Game Engine
  - Sprites/Audio from [OpenGameArt.org](http://OpenGameArt.org)





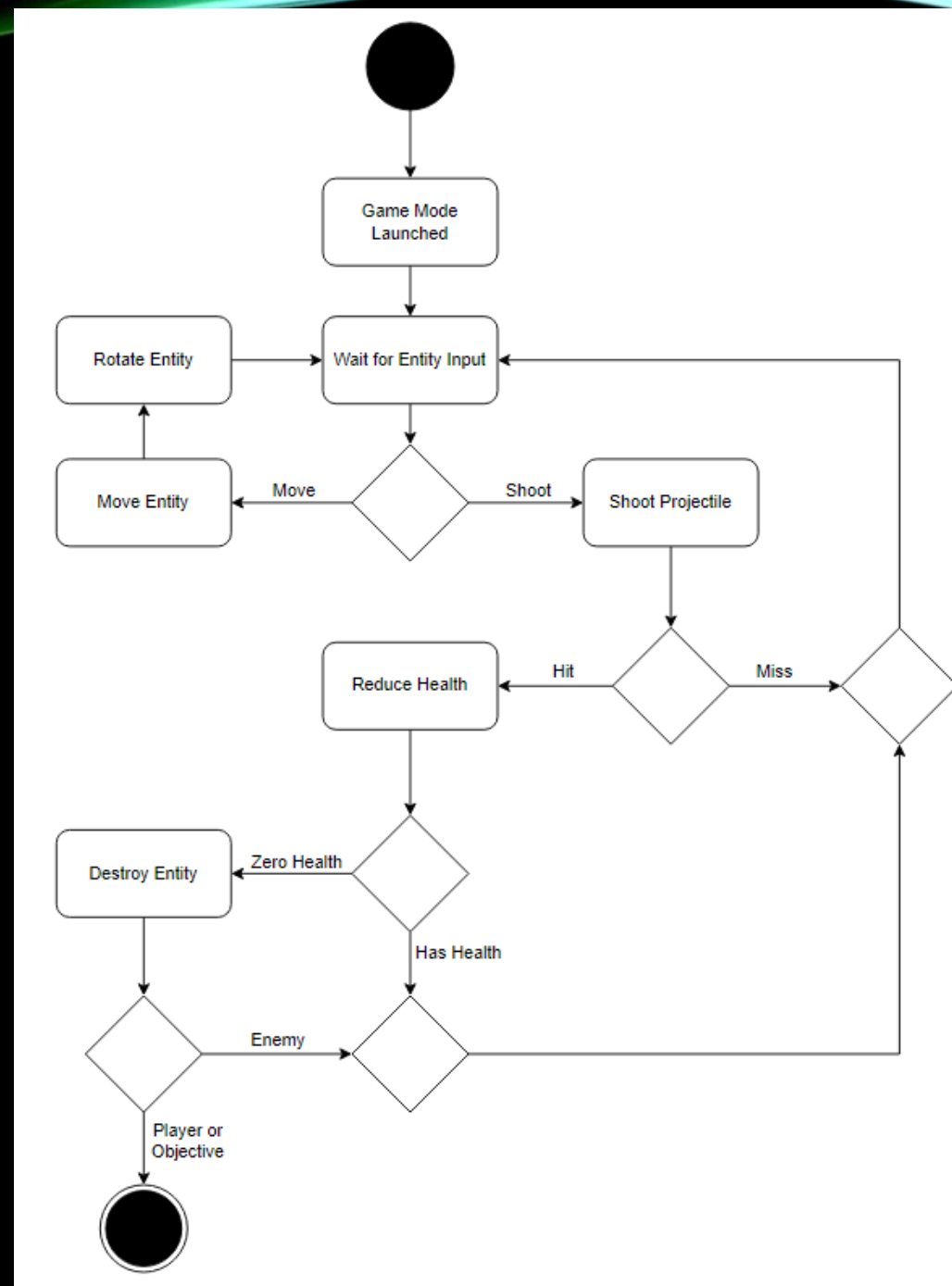
# PROJECT TIMELINE

Burn Up Chart



Create a HUD	HUD should contain mini-map, ammo, health, objective.	Oct. 23rd
First Game Mode	Create an offensive game mode - player will need to destroy objectives.	Oct. 30th
Second Game Mode	Create a defensive game mode - player will try to survive waves of enemies.	Nov. 6th
Account Creation	Player will attempt to access online DB and create a username and will be assigned a GUID.	Nov. 13th
Player Ranking	Connect to the online DB and store info about the player's progress. Also allow the player to see where they stand in the leaderboards.	Nov. 13th
Heavy Testing Phase	Emphasize testing, with multiple people, to attempt to find and resolve hidden bugs. Also get ideas on what else could be added for quality of life or unique concepts.	Nov. 20th
Additional Game Modes	Determine potential game mode(s) that should be added and create them.	Nov. 27th
Additional Maps	Create more maps that the player could launch.	Dec. 4th
Heavy Polishing Phase	Clean up code. Resolve all left over bugs. Ditch features that will only remove value.	Dec. 11th

# ACTIVITY DIAGRAM



# USE CASE DESCRIPTION & REQUIREMENTS

- Functional Requirements:
  - The system shall display the Game Mode Selection screen when the player clicks the button.
- Nonfunctional Requirements:
  - The system shall register the player has clicked the button instantly.
  - The system shall hide the Main Menu within half a second.
  - The system shall display the Game Mode Selection screen within half a second.

Use Case Name:	Start Game
ID Number:	3-1
Type:	Real, Overview
Primary Actor	Player
Brief Description:	This use case describes how the player can begin playing the game.
Importance Level:	High
Stakeholder(s):	Player – wants to be able to begin the game
Trigger(s):	Clicked on in Main Menu by Player

## Relationships:

Association:	Player
Include:	Display Game Mode Selection Screen
Extend:	
Generalization:	

## Normal Flow of Events:

1. Player launches game
2. Game displays the Main Menu
3. Player selects to Start Game
4. Game displays Game Mode Selection Screen
5. Player selects one of the game modes
6. Game mode ends
7. Game displays Main Menu

## Sub-flows:

- 5.a.1 Player Selects the Offensive Game Mode
- 5.a.2 Game spins up an instance of the Offensive Game Mode
- 5.b.1 Player selects the Defensive Game Mode
- 5.b.2 Game spins up an instance of the Defensive Game Mode

## Alternate/Exception Flows:

## Optional Characteristics:

DEMO