OOP Team work

Project: **Console game**

Team name: **Virginia Woolf**

Project name: **Tankwars**

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URL of GitHub:

[Link to the project at GitHub](#)

Description:

We have tried to implement the popular game Tanks. You are playing as a tank which can fight with other tanks. The enemies can be real players or bots with AI. There are three different types of tanks – Heavy Duty Tank, Swim Tank and Stealth Tank. Each of them have two different weapons – primary, having infinity ammo, and secondary, having some charges. The Tanks have energy and armor which are important for your life, movement and shooting abilities.

BaseGameState
Abstract Class
→ GameState

StartMenuScreen
Class
→ BaseGameState

CreditsScreen
Class
→ BaseGameState

TitleScreen
Class
→ BaseGameState

GamePlayScreen
Class
→ BaseGameState

Game1
Class
→ Game

Player
Class

Program
Static Class

○ IMovable

Machine
Abstract Class

Car
Class
→ Machine

Tank
Abstract Class
→ Machine

Truck
Class
→ Machine

○ IStealth

StealthTank
Class
→ Tank

○ ISwim

SwimTank
Class
→ Tank

○ ISwim

SwinTank
Class
→ Tank

HeavyDutyTank
Class
→ Tank

○ IShootSpeed

Weapon
Abstract Class

PrimaryWeapon
Class
→ Weapon

SecondaryWeap...
Class
→ Weapon

Megagun
Class
→ PrimaryWeapon

Minigun
Class
→ PrimaryWeapon

SuperShot
Class
→ SecondaryWeapon

OneShot
Class
→ SecondaryWeapon

Bullet
Class

Class1
Class

IlligalOperation...
Class
→ ApplicationException

○ ## Player
Class

TankFactory
Class

ItemPosition
Struct

IMovable
Interface

IPlayer
Interface

IShootSpeed
Interface

IStealth
Interface

ISwim
Interface

TankModeEnum
Enum

MachineDestroy...
Delegate

Control
Abstract Class

Label
Class
→ Control

LinkLabel
Class
→ Control

PictureBox
Class
→ Control

Camera
Class

ControlManager
Class
→ List<Control>

Engine
Class

GameState
Abstract Class
→ DrawableGameComp...

GameStateMan...
Class
→ GameComponent

InputHandler
Class
→ GameComponent

MapLayer
Class

MapLayerIncom...
Class
→ ApplicationException

MovableSprite
Class

RandomGenerat...
Static Class

TanksSprite
Class

TileMap
Class

Tileset
Class

TxtMapReader
Static Class

Tile
Struct

Direction
Enum