**Game AI Order Form**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Student Number** | **Student Name** | **Starting Points** | |  | |  |
| **B013432F** | **Peter Bush** | **251** | |  | |  |
|  |  |  | |  | |  |
| **Tank Type** |  | **Cost** | |  | |  |
| **Small** |  | **0** | |  | |  |
|  |  |  | |  | |  |
| **Weaponry** | **QTY** | **Cost** | | **# Added** | | **Total** |
| Rockets | **0** | **0** | | **0** | | 20 |
| Mines | **5** | **125** | | **5** | | 10 |
| Bullets | **5** | **25** | | **50** | | 100 |
|  |  |  | |  | |  |
| **Armoury** | **QTY** | **Cost** | | **# Added** | |  |
| Cannon | 0[max 2] | **0** | |  | | 50 |
| Armour | 1[max 3] | **50** | | **25** | | 150 |
|  |  |  | |  | |  |
| **Fuel** | **QTY** | **Cost** | | **Total Fuel** | |  |
|  | **2** | **50** | | **120 secs** | | 120 |
|  |  |  | |  | |  |
| **Total Cost =** | | | **250** | |  |  |

|  |
| --- |
| **XML for this Tank** |
| <tank studentName="B013432f\_Tank" tankType="1" tankPath="PeterBush\TankB013432f.png" manPath="PeterBush\TankB013432fGun.png" x="500" y="200" health="150" bullets="100" rockets="20" mines="10" turnRate="5" fuel="120" mass="1" maxspeed="90" leftCannon="0" rightCannon="0"/> |

NOTE: Ensure your Starting Points are greater than or equal to your Total Cost. If this is NOT the case your tank will start with the default values