



ARTILLERY DUEL

GAME OF WAR BETWEEN THE TANKS.....





TEAM MEMBERS:-

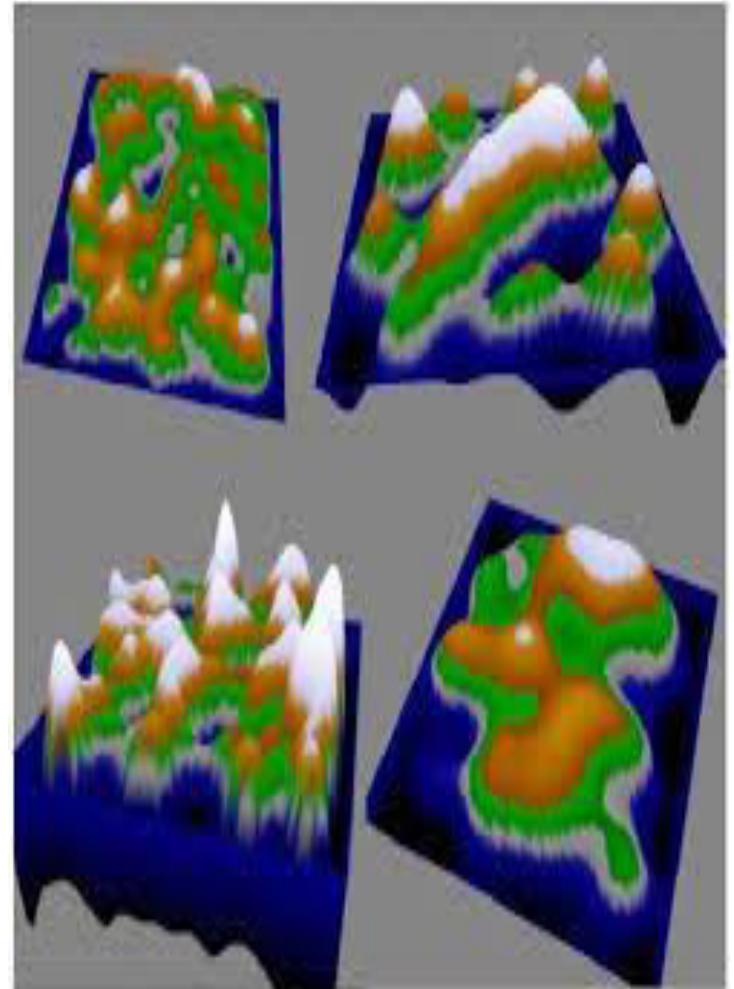
- 1. RAJ KEDIA (140040085) - TEAM LEADER.
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MOTIVATION:-

- Original game pocket tank along with its advanced graphic quality motivated us to make the similar game of our own, and also to add some additional features which makes the game more enthralling.
- To learn a new language and ***to score more marks!!!***

PROBLEM STATEMENT:-

- * Using a well-known graphic library(**opengl**) to make the game look more realistic and appealing.
- ***Randomize the terrain** - formation of the new terrain every time player starts the game.



Problem statement(continued):-

- *Providing a variety of weapons.

- *Inclusion of animation (of movable parts of tank, volleys, etc).

- * Adding music to game.

(Easily accessible weapon list)

miracle bomb

hammer

airstrike

3shots

sniper

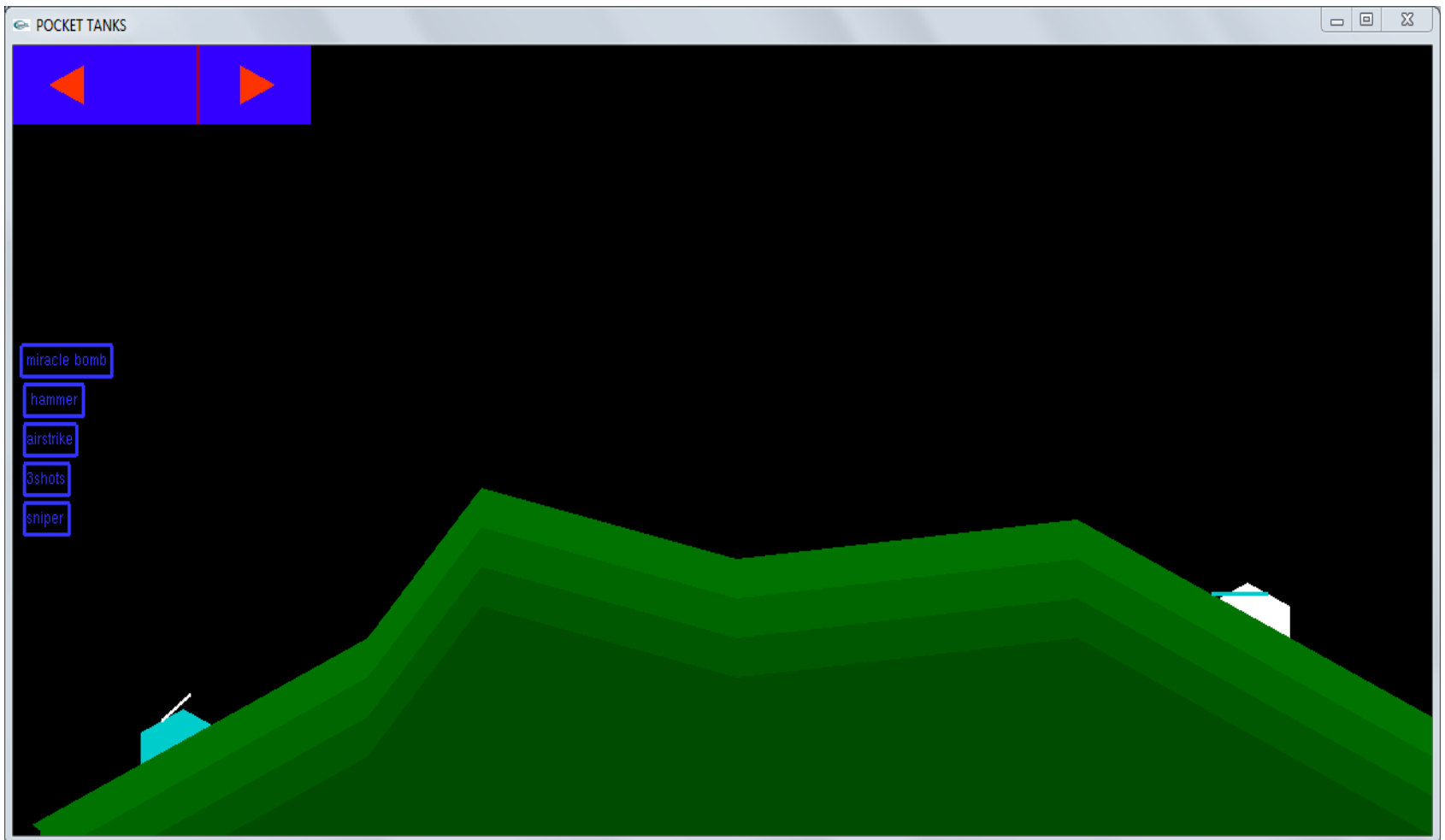
DESCRIPTION OF GAME:-

- * The point of the game is to use various weapons, which come in various packs, to attack the other player's tank. Each hit scores a certain amount of points, which varies based on the weapon and proximity. At the end of 10 volleys, the player with the highest points wins.
- * “Artillery games” is a multiplayer game which involves the tanks fighting each other in combat or similar.

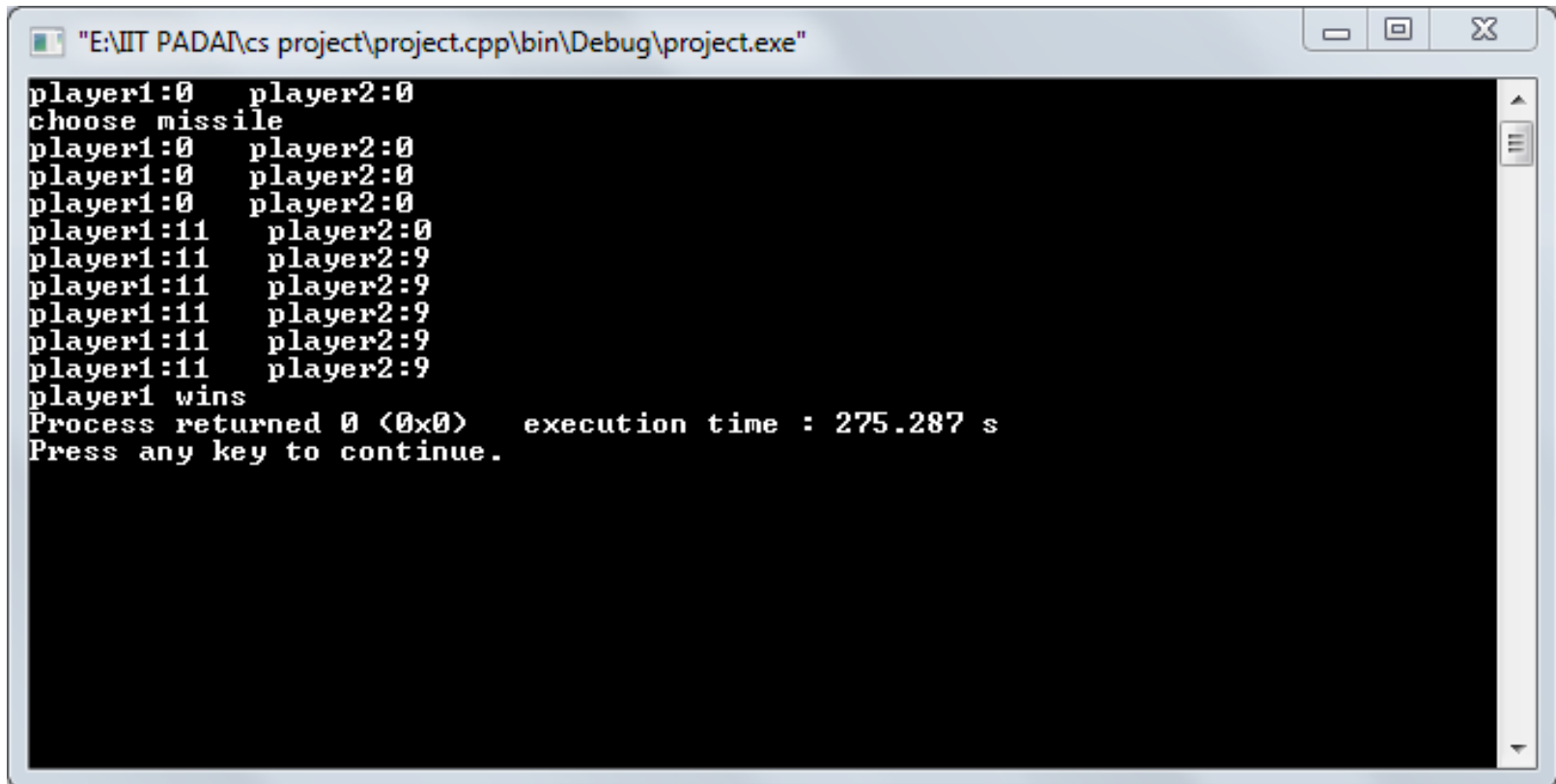
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- *Artillery games have been described as a type of "shooting game", though they are more often classified as a type of strategy video game.
- *The game is highly configurable and utilizes a simple mouse & keyboard driven, graphical user interface.
- *We made a texture on the terrain to make the graphic part better.

PROJECT SCREENSHOTS:-



SCOREBOARD:-



A screenshot of a Windows command prompt window titled "E:\IIT PADAI\cs project\project.cpp\bin\Debug\project.exe". The window displays the output of a program, which is a scoreboard for a game. The text is as follows:

```
player1:0    player2:0  
choose missile  
player1:0    player2:0  
player1:0    player2:0  
player1:0    player2:0  
player1:11   player2:0  
player1:11   player2:9  
player1:11   player2:9  
player1:11   player2:9  
player1:11   player2:9  
player1:11   player2:9  
player1 wins  
Process returned 0 (0x0)   execution time : 275.287 s  
Press any key to continue.
```

CHALLENGES:-

- *Getting accustomed to the syntax of opengl library.
- *Showing animation using along with the implementation of appropriate physics laws.
- *Using keyboard and mouse for the functionality of game.
- *Destruction of terrain
- *Making multiple weapons

FUTURE WORK:-

- * One important aspect is movement of tanks over exploded surfaces.
- * Animate while volley(missile) hits the ground using **SDL**.



CONTINUED

- *Using artificial intelligence for providing single player settings in the game.
- *Making game in 3-D, and hence further increase the number of players to 3 or even 4!!!!
- *Use graph plotter, to give user choice to select the terrain of his/her own choice by giving the equation of curve.

INNOVATION:-

Some innovative points include-

- ☐ Player doesn't need to play on the same terrain surface again and again.
- ☐ Player can **Choose the same weapon** more than one time.
- ☐ Weapons like miracle bomb and airstrike and many more.
- ☐ Music running in the game



ENJOY THE GAME