





HU METAL MANIA

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About the project:

brief of project with graphics and screenshots:

- Our tank game is a multiplayer game with two tanks playing against each other. Each tank will be controlled by the player using keys from the keyboard. One player will be able to move the tank right and left by the left and right arrow keys and another player will do so from the A and D key. Below is the different game states for each tank that will be moving on the screen. The different states of each player's tank will be used to display the wheels as moving entities.



- Then we have our damage states. When fire from a tank falls on another tank or when an explosion bomb or firecracker is dropped from the sky then to give a damage effect or bursting off effect these fire graphics will be used.



- Next we have a health system for each tank. Each tank would have five hearts initially displaying full health. A heart will be lost when a tank is hit by 6 fires from the opponent. Following is the graph of a health object.



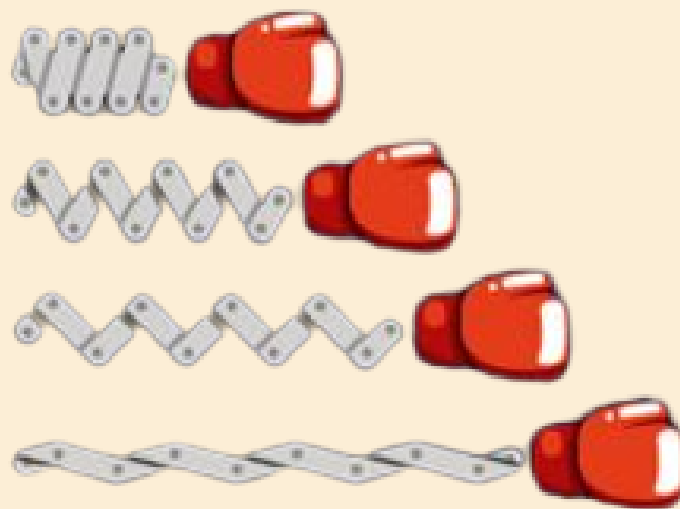
- Next we have effects for the time instance when a bullet from a tank will be fired. The corresponding fire effect will have different states and the bullet will move away from the tank towards the other tank. This is for the tank shooting fire towards left tank



- This is the effect of fire as the bullet is shot from left tank towards right tank.



- Next, we have our punching feature that emerges from a tank. This is an additional one to the functionality of a normal fire fight between the tanks. This would be enabled upon pressing certain keys for each player. Key "E" for the left tank and ENTer key for right tank will work. Different states of the punch in the game play is shown below:



- We would also have a smoke effect upon opening of fire and for that, we have the following smoke states during gameplay:



- We also have special items apart from normal fire and these objects cause more harm to the opponent. These include the following which will be ejected by the player at time of need based on the number of coin one player has during an instance of game play.



- The tank player can earn 50 coins by making opponents one heart end. That is earning coins at the expense of opponents health.



- The blue line represents a shield for a player. A player can enable their shield only once in gameplay which will save them from any harm from the opponent for 40 seconds.



- Below are a natural threat to both players that will randomly come from the sky at any instance and will disappear once reaches land without damaging the tanks. If it falls on a tank, smoke and fire blast effect will be added and damage to health will be caused to the respective player.



- This is our background on which the game will be played.



- There will be random crows flying in the background also.



- Following is our sprite sheet for now. We aim at adding more objects and functionalities to the game. UML having initial basic structure is attached at the end.



