

Group name: **GitGud**

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Project Title: This is a Tank game

Project Description: A physics based game about a tank shooting at another (dummy) tank.

Instructions for using the Application (allowable actions): Use a power slider for power of shot and an angle slider for angle of shot. Every time the user misses, they lose a life and upon hitting 0 hp/hit points (or lives), the game will stop playing and the scoreboard will be shown.

Tools or Concepts Used:

- Object oriented programming.
- Random
- Turtle
- Array/list
- Read/write
- Exceptions
- Physics based crap
- Timers
- Dictionaries
- Custom Message Boxes [Custom XAML]

Our Assumptions: We possess the skills to program this. Users are only partial idiots.
Equal contribution from all involved.

Our Limitations: 2D environment IDE. GUI limitations of C#
Limitation of Turtle for a tank game.

Git hub: <https://github.com/Skullduggery/GitGud>