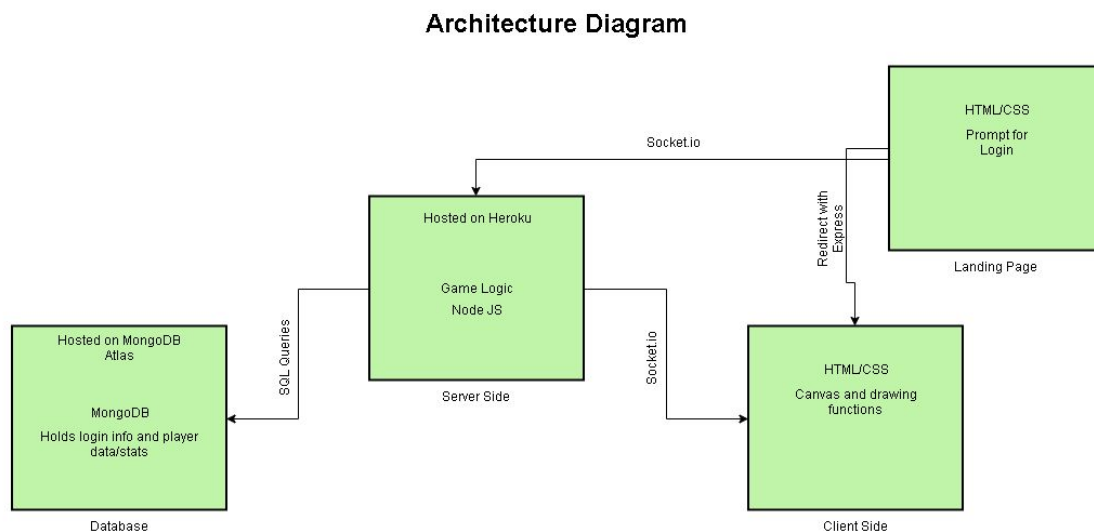


## Revised List of Features:

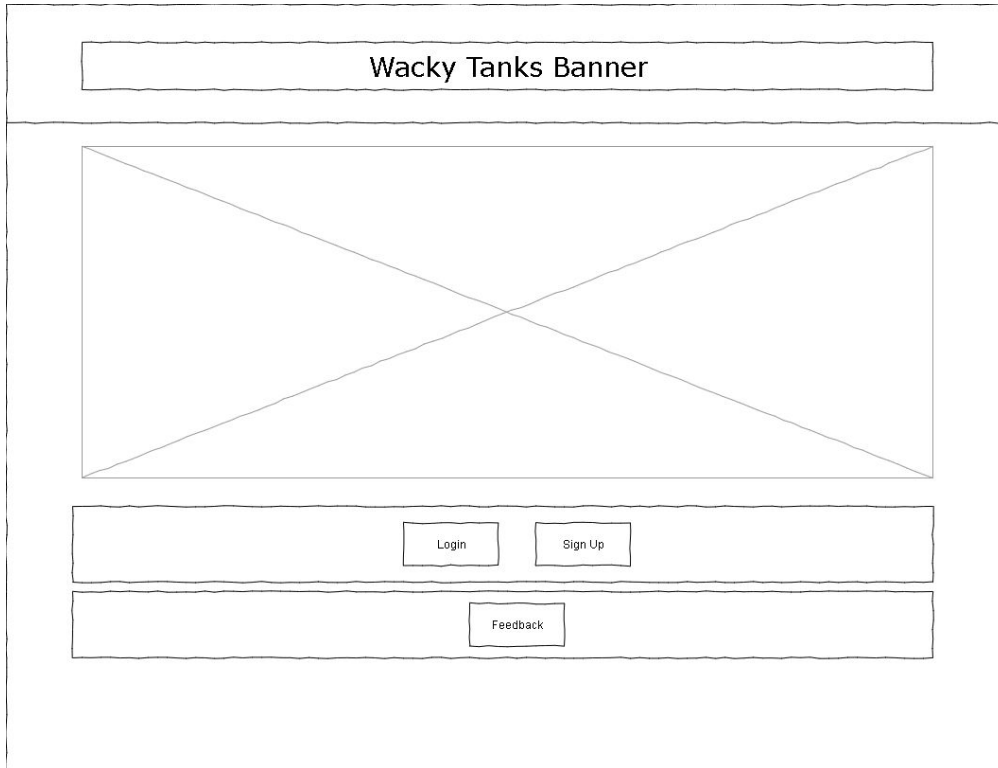
- Chat Box
  - Working box that players can send messages to and all players may see such messages.
  - Additionally, can be used for the server to display messages on player connection, and deaths etc.
- Landing Page
  - The front page which will receive guests and require a registration or login to join the game.
  - Also allows for feedback which can be used on a larger scale for debugging purposes.
- Game
  - Online multiplayer. allowing for anyone anywhere to connect to the server and play or chat
  - Rank up systems, where as you play or do well you are rewarded with various items etc.
  - Leaderboard allowing all in server to see current kill leader.
  - Upgrades scattered through map to add more depth to gameplay and variability.
  - Control scheme to take input and use it to manipulate tanks allowing control.
  - Shooting and collision as an essential part of a tank game.
- Login System
  - To keep track of players and related stats in a database, must have logins for individuals.

## Architecture Diagram:

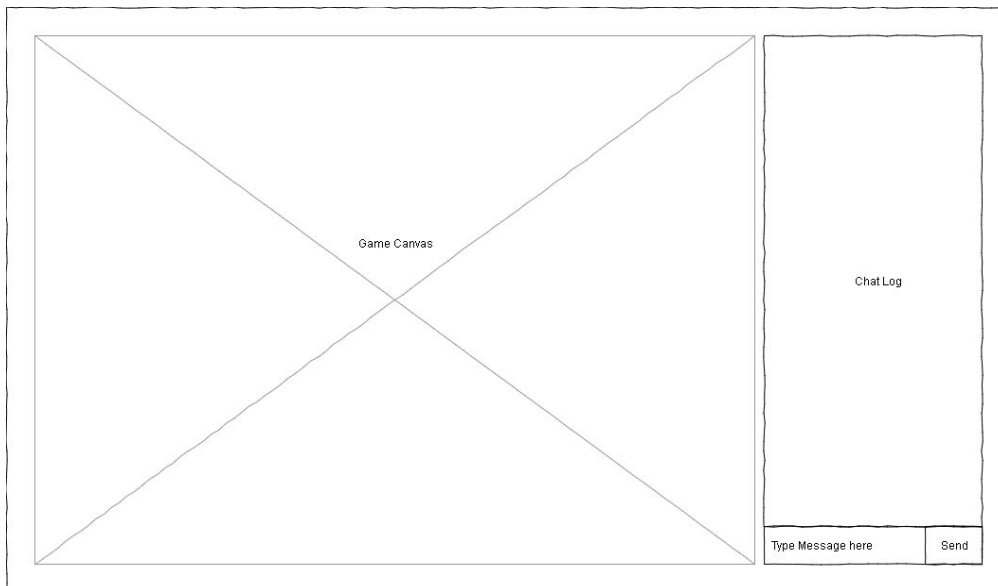


Front-end Design:

Landing Page:



Game Page:



Web Service Design:

N/A

### Database Design:

To store data for our database we are using MongoDB, and hosting it using MongoDB Atlas. This was chosen because of the build in hosting capabilities, and the ease to use, and it is a relational database similar to postgresql. We have stored our data in two primary databases, being the logins database which just holds pairs of usernames and passwords. The second is the playerData database which will use the player's unique username and use that to store a number of data points such as kills this life, kills in career, highest rank, current level, current unlocks, and possibly more if we choose to keep more detailed statistics of each player stored. The following is a good representation of the database design:

