

COP290: Design Practices
Change Document
Pocket Tanks

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Changes

1 Number of Players:

We have implemented only 2-players game either they can play in multiplayer or a single player can play against computer.

2 Weapons:

Due to some lack of knowledge about createjs we have not been able to implement many weapons instead we have 3 different weapons in our game instead we have a single weapon game

3 Terrain:

We have not been able to implement destruction of terrain on getting hit by weapons.

4 Tank Movement:

Tank have not been allowed to move.

5 Background:

We have only implemented simple day type background.

6 Server and Communication:

We have implemented server using nodejs and express. Communication b/w client and server occurs via socket.io .

7 Database:

MySQL database has been used for implementing LoginID feature.

8 Graphics and Sound:

Graphics are rendered using HTML canvas and createjs, music has been added using soundJS.