



Blog #3 - Milestone 1

Milestone #1 Blog Report – Two Tanks, One Fight

Welcome to our **first milestone update** for *TANKZ*!

The goal for this milestone was simple, yet foundational to the entire game experience:

Get two tanks moving, shooting, and able to destroy each other – all on one keyboard.

✓ What We Achieved:

- **Tank Movement:** Both tanks can now move independently using different sets of keys.
 - Player 1: WASD + Space to shoot
 - Player 2: Arrow Keys + Right Shift to shoot
- **Shooting Mechanics:** We implemented a basic shooting system where each tank can fire bullets toward the direction they are facing.
- **Damage System:** Bullets now deal damage and destroy the opposing tank when health reaches zero.
- **Health Bars & Score:** A simple UI was added to display current health and score for each player.

💡 Technical Highlights:

- We created a modular **Fire** script with different shooting styles (to be expanded later with power-ups).
- The **Tank** and **GameManager** scripts were refactored to manage health, death, and respawning.
- We ensured the game could restart the round after a tank is destroyed.

What's Next:

With the basics in place, it's time to make things more exciting! In **Milestone 2**, we'll add power-ups and a maze-like map to fight in.