



## Blog #5 - Milestone 3

The third and final milestone marks the completion of the GMD1 version of **TANKZ**. The game is now fully playable on the arcade machine using two joysticks — with both movement and firing mapped to controller input. This was a huge step in making the game feel like a true arcade experience.

We've also implemented a fully working round system where players spawn into randomly generated maze-like maps, collect power-ups, and engage in intense 1v1 duels. When one player is destroyed, the round resets, and scores are tracked accordingly.

Polishing has been a key focus at this stage. Power-ups now behave correctly (only granting bonuses to the tank that collects them, and being removed after a round ends), and bugs like stuck bullets or tanks phasing through walls have been resolved. We also added an explosion effect system, improved the UI, and made sure everything runs smoothly in the build version of the game.

This milestone brings the GMD1 scope of TANKZ to a solid and functional state — a playable and fun arcade game ready for testing and exhibition. From here, development will continue toward the bigger vision with more game modes and online features.