



# Blog #4 - Milestone 2

## Milestone #2 Blog Report – Maze Madness & Power-Ups

Welcome to the **second milestone blog** for *TANKZ!*

This time, things are starting to feel like a real game.

### **Milestone 2 Goals:**

- Add **randomly generated maze maps**
- Spawn **power-ups** that give new turret abilities
- Start **scoring system** and **rounds**

### **What We Achieved:**

- **Map Generation:** We implemented a **Map Generator** that creates unique maze-style levels every round. Each map is structured to encourage both movement and strategic positioning.
- **Power-Ups:**
  - Power-ups now spawn around the map mid-round.
  - Picking one up transforms your turret to **Rapid Fire**, **Sniper**, or **Explosive** mode, each with unique visuals and shooting mechanics.
- **Round System:**
  - After a player dies, the map is regenerated, and both players respawn.
  - The surviving player is awarded a point.
- **UI Enhancements:**
  - Health and score are updated live.

- Power-up visuals appear on the tank to show what mode is active.

### **Challenges Overcome:**

- Getting **projectile collisions** to register correctly with the tank's own collider.
- Implementing **temporary power-ups** that expire and revert back to standard mode after a few seconds.
- Ensuring the power-up system is modular so we can keep adding new abilities in future updates.

### **Next Up – Milestone #3:**

In the **final milestone for GMD1**, we'll:

- Make the game work on the **Arcade Machine** with joystick input.
- Polish gameplay and visuals.
- Test thoroughly for bugs and fun.

Stay tuned – we're getting close to the arcade-ready version of *TANKZ*!  