BATTLE OF THE TANKS

Team Members:

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Game Summary

- In this game, you and your opponent will fight on 3 different battlefields using red and blue tanks.

- Goal: eliminate the other player and win the rounds. To eliminate them, you must shoot the other player until he doesn't have any more lives left .

- Another way a player can die is by hitting obstacles.

- When someone dies, the map will change along with the obstacles. There will be medkits/heals that randomly spawn when you destroy and obstacle by shooting it. They heal for 1 heart once a player collects it

Game Summary part 2

- The default shooting speed is 1 shot every 2 seconds.

- Before the whole game starts, there will a 3 second splash screen with our names, the school logo and the course. After that, there will be a tutorial screen

- It is a "best out of 3" game, so you need 2 points to win the game

Tank Trouble
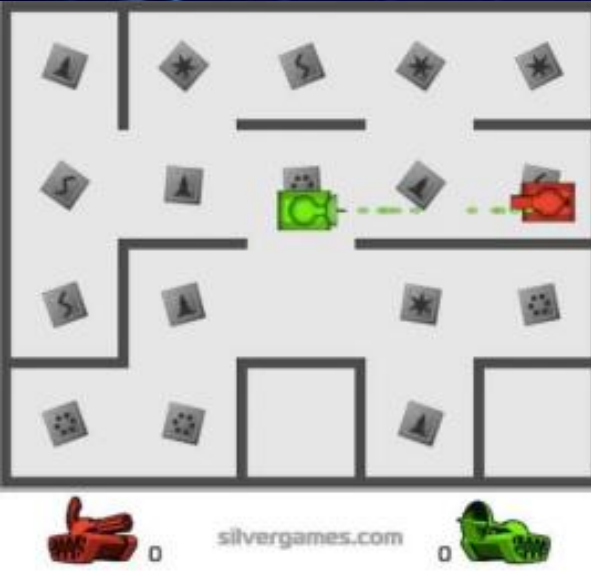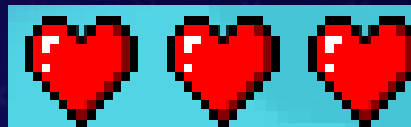
Tank Masters

Awesome Tanks

Related Games

What Every World Has

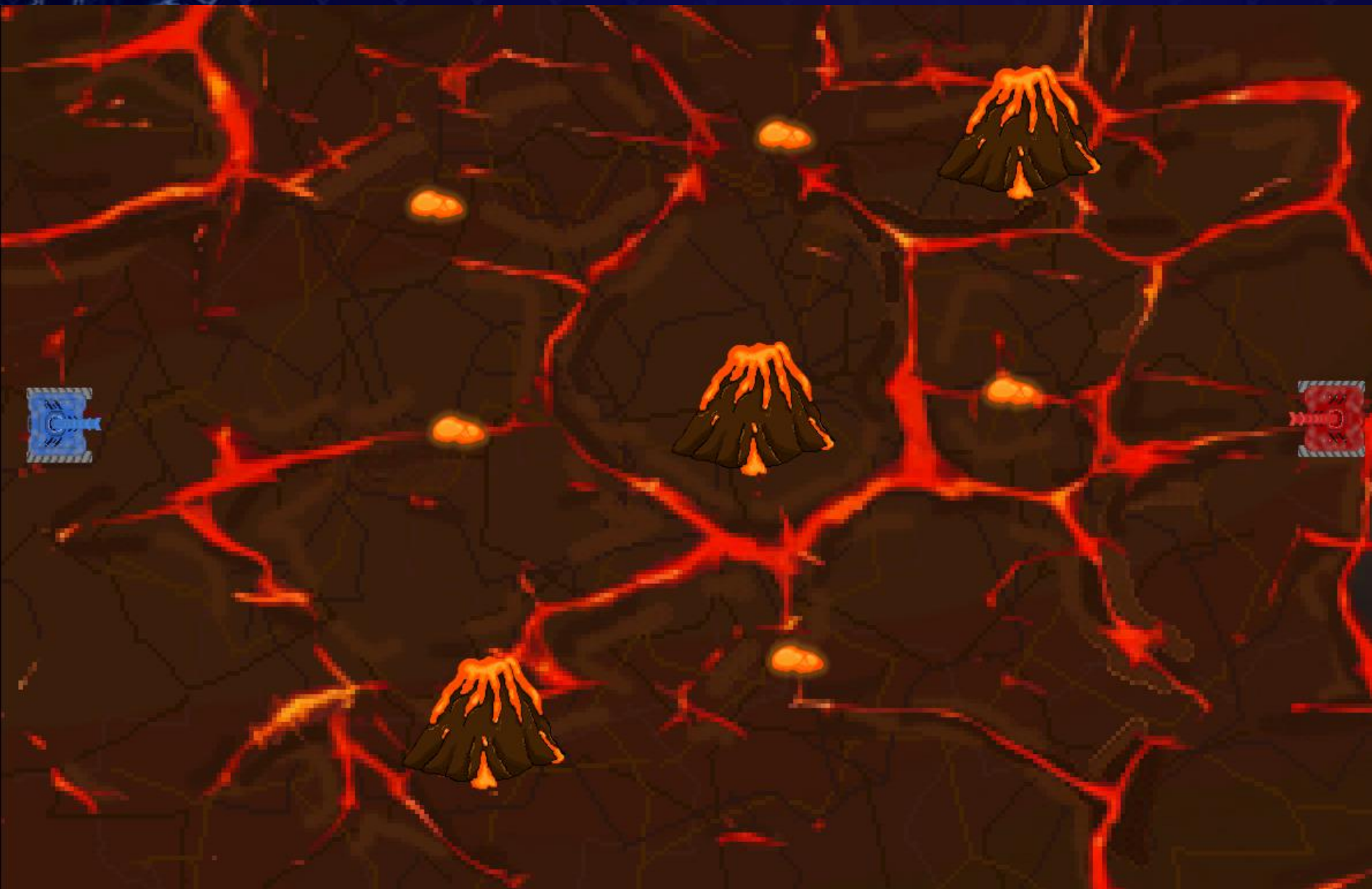Two tanks, one blue and one red

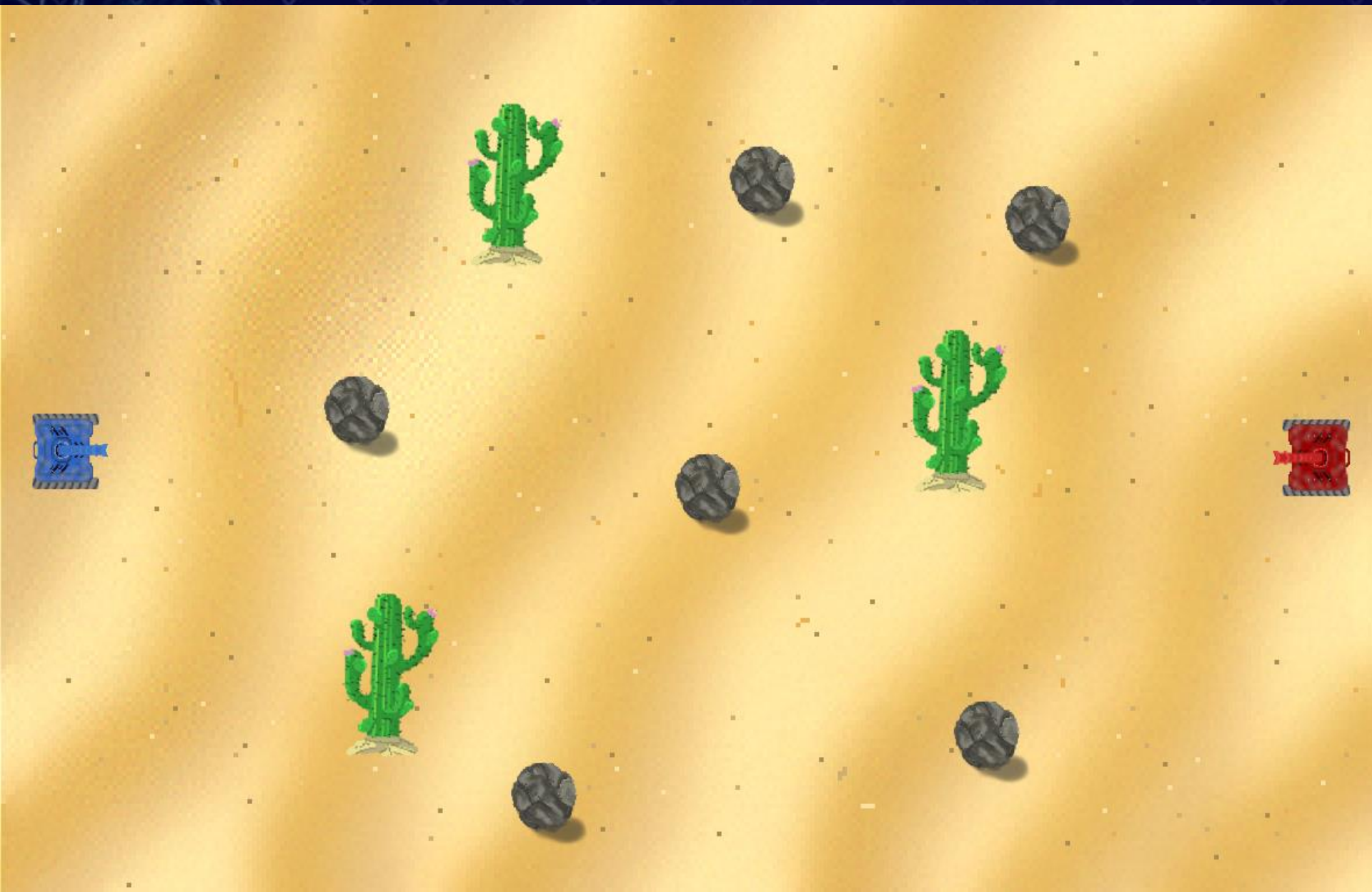The lives

Medkits to heal

Scoring System

How the levels look like: Ice World

How the levels look like: Lava World

How the levels look like: Sand World

Controls

- Blue Tank/Player 1

  W   forward
  A   turn left
  S   backwards
  D   turn right
  SPACE   Shoot

Red Tank/Player 2

  I   forward
  J   turn left
  K   backwards
  L   turn right
  ENTER Shoot

Main Contributions

Charles: Worked on main game functions (tanks moving, shooting, lives, obstacles, med kits), helped with transitions between intro screens and "controls" screen.

James: Gave ideas for obstacles/power ups/maps. Programmed basic mechanics (ex: movement), helped program shooting mechanics

Vlaicu: Drew the obstacles/ levels/ Players/ power ups. Coded the live heart changing system(visual), and tank moving animations

The Vinh: Found sounds, worked on the menu, gave ideas for images and heart system. Drew tutorial screen.

Kiavash:

Struggles/Learnings

- ## What went well:

- Making the heart/lives system and everything surrounding it.

- Animating the tanks and making the visuals (drawing maps, items, obstacles)

- Creating basic mechanics (similar like the labs)

- ## What went wrong:

- Trying to code the bullet(there was some problems that were hard to figure out at first)

- When one player would die, world wouldn't transition

- Scoring system sometimes wouldn't work (players wouldn't lose lives)

Extra stuff we can add in the presentation

- Images of splash screens/transitions
- Scoring system
- How the tutorial looks