Tank Battle Ground Tank Battle Ground is a game developed with Java Script, CSS, and HTML, it also uses JQuery, Soket.io and Node. The project simulates a board game in which two players face each other using all the chips that they have to dominate the whole field and eliminate their opponent.

The project has a start screen with the name of the game in which the player insert its name and then assigned a team, red or blue, the game begins when another player enters and is assigned the opposite team. Then both players go to the game land where the chips will be in the starting boxes. Both players can see the whole terrain and see the movements made by the opponent. When a player wins a small screen is displayed in which the winning team is announced.

The game has a terrain divided into multiple squares by which move the chips of each player. The objective of each player is to take the opposing capital which is in a square on the map, for that each player has 16 chips, each chip can move or attack in each player's turn, being able to do only one of the two actions per turn (if the chip moves it does not attack and if it attacks it does not move) the player's turn ends when he has moved or attacked with all his chips, being able to pass if he is not interested in moving the tile of the place. If a player places one of his chips in the square of the opposing capital this will take the victory.