

# Beer Tanks

## Screen Specification

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## Overview

Beer Tanks is a game written in Jack. It is a game that is a game similar to that of pocket tanks, but instead, we will be simulating this with beer pong rules (some of them). A player can throw a ball, and if that player makes it, the other player's cup disappears.

This specification is likely to change due to constraints by the programming language given to us. We will attempt to stick as closely to our original design as we can though. The specification does not actually give away an algorithms or logic in the production of the application, rather this is what the game will do.

## Scenario

This is a game for those who want to get intoxicated without playing real world beer pong. A player may find out he or she does not have any ping-pong balls but they still want to play without driving under the influence. This is the perfect game to do this with. It's a great way to waste time with friends, family and even your pets!

## Non Goals

This game will not be three-dimensional unless I can master Jack quickly. It will likely be 2D.

It will not allow save-states.

It will also not support peripheral devices such as a joystick, or your BRAIN.

## Beer Tanks Flowchart



This needs no explanation. Or does it? This is the layout and progression of the application and the user during use.

## Screen by Screen Specification

There are several screens that will appear. All of the screens are developed in Jack. There are a few primary screens and there will be animations. There are pictures below.

## Splash Screen

This will display the creators (Chin and Andrew) as well as an awesome pink shag logo. It will only show for a short period or it can be clicked (hopefully) to skip.

## Main Menu

This is where the user will select new game or exit. There is no save-state feature that will be enabled yet, so load game is out of the question. It will show another screen similar to the splash screen but now it has options. I'm not sure how well this will be implemented via Jack, but we will find out!

## Gameplay + Graphics



Now the game has started, we have a tank and it can be aimed towards the cups. You will pick angle and velocity to shoot the ball into the cups.



Once a player has picked a good trajectory, the shot is launched with a SPLOSION!!!! Hopefully it hits.



The player made a cup! The cup will proceed to explode due to your sheer awesomeness.



Now the cup will disappear off the table as the cup was made. You now get to go again too! Yay....

**Drunk!!!!!**



You've now hit the drunk stage. Play again? Or wimp out?

## **Conclusion**

The game is relatively simplistic, as in there's not a whole lot to the GUI besides the game itself. The menus will be minimal as will the game controls.