

Project Title

- **Tank Simulator**

Team Members:

- Austin Albert
- Ian Meadows
- Andy Hack

Tools:

- C# / .NET
- [ArdNet](#)
- Unity
- Xamarin
- WPF

Description:

- We are making a simple tank shooter game. The game will have a player tank and some kind of enemies to shoot at to score points. We want to make the game top down, 2D, possibly using [these map tiles](#). The gameplay might be similar to [this zombie vs tank shooter](#).
- The catch is that we will allow the tank to be piloted by several different players. We will use ArdNet to manage communication between the different controllers and the game host. We plan to have the controls work so the game can be played with a single player or several. If you are alone, then all of the controls are on the keyboard. If you have a team, then the controls will be randomly distributed to the connected controllers, forcing players to communicate.