POCKET TANKS

A project By Ayush Singh and Ritika Mittal

**OBJECTIVE:** To make Pocket Tanks game using javascript

**GENRE OF GAME**: Aim and Shoot (Artillery)

**INTRO**:

Pocket Tanks is an addictive aim and shoot Artillery game. The Game has a 2 player mode which enables the players to shoot weapon at the opponents in a projectile or a straight path whichever way he can destroy enemy Tank.

**MODES**:

Two Player (One at a time)

**RULES AND PRINCIPLE:**

The principle of the game is very simple- Player has to shoot upon opponent's tank using the given weapon for 3 rounds in a straight or projectile manner. Each weapon awards the player with some amount of points depending upon the accuracy. This game is a real test of player's aiming skills, player can adjust the Angle of the gun and power with which the weapon is projected in order to hit correctly at the opponent's tank.

Evaluation of score is based upon the accuracy and aiming skill.

**TERRAIN**:

Plain Terrain provides players to seamlessly traverse around and aim with given weapon.