**Software Development for Games**

**Project 1 Step 2**

**Authors: Ben Mohan, Brian Kalvoda**

**Iteration 1 Progress:**

In iteration 1 we created a terrain generating function and the beginnings of the game battleground. The program creates a two dimensional array to store each shape object representing a dirt block. The function then fills the array with dirt blocks to a certain height for each dirt ‘column’ within a range of the height of the previous dirt column. We attempted generating a graphics for each dirt block but it slowed down the computer too much. Instead we went with a system that uses the same graphics object to generate all of the shapes in the array.

Brian worked with the function that creates the two dimensional shape arrays and Ben worked with different array generating patterns, which would change the way the game battlefield looks.

**Backlog:**

* Add event listeners to each shape to facilitate block destruction (3rd, Brian)
* Add tank sprites and barrel rotation (2nd, Ben)
* Add missile function that creates a parabolic arc for the shell (2nd, Brian)
* Add tank movement function that allows tanks to move (3rd, Brian and Ben)
* Add tank controls to allow user input (2nd, Brian and Ben)
* Add Start Menu (3rd, Ben)