**Software Development for Games**

**Project 1 Step 3**

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**Iteration 2 Progress:**

In iteration 2 we added tank sprites and barrel rotation. The tank sprites and barrels are loaded and put into a container which is then manipulated into position. The rotation is controlled by buttons on screen which allow only a limited range of angle. We also made the functionality to launch shells in a parabolic arc.

Brian worked with the function that fires the shells in an arc and Ben worked with the on screen controls and tank manipulation.

**Backlog:**

* Add event listeners to each shape to facilitate block destruction (3rd, Brian)
* Add tank movement function that allows tanks to move (3rd, Brian and Ben)
* Add Start Menu (3rd, Ben)
* NEW: Add turn based combat, so that only one player can use their tank at a time

**Completed:**

* Add tank sprites and barrel rotation (2nd, Ben)
* Add tank controls to allow user input (2nd, Brian and Ben)
* Add missile function that creates a parabolic arc for the shell (2nd, Brian)