**Software Development for Games**

**Project 2 Step 1**

**Authors: Ben Mohan, Brian Kalvoda**

**Specification:**

* Story: You and any other players are tanks, you kill the enemy tanks and each other
* Scene: You and any other players are on a battlefield; you are ready to kill enemy tanks
* Players: 1-4 human/NPC players
* Objects: The tanks, the tank shells in flight, the ground
* Physics: Gravity on shell, velocity on shell, player tank stuck to ground, falling dirt
* Events: Player fires shell, player changes firing angle, player changes map position, player changes firing velocity, player gets hit by explosion, player dies, round ends, player buys ammunition, npc takes turn
* Audio: Firing sound, impact sound, death music
* Rules: None, shoot at the enemy tanks
* Objectives: kill the enemy tanks before they kill you
* Platform: Web browser, mouse, keyboard if desired

**Description:**

Our game begins with two or more tanks on a procedurally generated battlefield. It is a continuation of our tank game from project 1. Each tank is designed to be controlled by one person or NPC. Each player must adjust firing angle, position, and power to fire a shot that will impact the enemy tank. Players and NPCS take turns doing this until one remains standing. Our game also has terrain that is destroyed when exploded, forcing players to adapt to the changing terrain. Additionally, non-falling terrain will be implemented that will create interesting player opportunities and challenges. We will also be adding NPC’s (Non-playable characters) that will provide tanks on the battlefield. Another major change that we will be adding is multiple ammunition types that players will be able to purchase in between rounds. We will also be making changes to the visuals and size of the battlefield, to support more tanks on screen.

**Design Notes:**

**Existing Features:**

* Bitmaps: Both tank chassis are image files put into bitmap objects which are then manipulated in game
* Shapes: The ground objects and the tank objects, as well as all of the user controls are created from createJS shape objects and their graphics objects
* Animation
  + The tank shell shape is tweened through the sky and back down into the ground where it explodes by scaling up
* Mouse Input
  + All of the user controls are controllable through clicking on the on canvas shape buttons
* Keyboard Input
  + The firing angle is adjustable through the left and right arrow keys
* Containers
  + Each Tank is a container which contains a chassis and barrel which are then moved together throughout the playing field
* Sprites
  + The tank barrels are images that are put in their respective tank containers
* Sprite Animation
  + The tank barrels rotate based on the firing angle

**New Features:**

* Objects:
  + Tanks will be implemented as self-contained objects now, allowing easier creation and manipulation of each one on the battlefield.
* Menus:
  + A menu system will be implemented that will allow different amounts of players and NPC’s, as well as the purchase of ammunition
* Physics:
  + We plan on implementing non-falling terrain blocks that allow tanks to tunnel underground for new positions
* Visuals:
  + New visuals will allow more distinct tanks on screen each game and a more dynamic battlefield
* Code Cleanup:
  + As part of tanks being made into objects, we will also better encapsulate the functions that manipulate each tank and have fewer global variables. This will allow easier editing in the future.

**Credits:**

* Revised Specification (Ben and Brian