# Tanks

Overview

1. **Introduction and Context**

We have chosen to create a game based off the popular internet game called Tanks. We believe that this will be a worthwhile project because of the planned abandonment of the flash player. We hope to provide the current and future tank game enthusiasts with a new and improved multiplayer tank game.

The setup of the game will be a simple 2D graphic window that will contain basic landscapes. Each player will choose a color of tank and will be randomly placed on the map. Each player will take turns moving and shooting the opponents with various weapon types. Points will be awarded based on the amount of damage a player inflicts on opponents. The winner will be the last tank remaining. We will create the ability to allow multiple remote users to compete against other in real time.

Shared resources will be items such as ongoing game data, game results and user statistics. Processes will include the user game application, which will send and receive game data and a server application which will have processes serving each game and providing game history. We anticipate that with this project there will be many uses of different application protocols, some of which include: specific game plays, requesting to join a game, viewing user history, viewing game history, inviting users to join, and broadcasting game server availability.

1. **Actors and their Goals**

There will be two main actors in this system. A user and a server administrator. The users will be allowed to join and create games on a game server. An administrator will be one who creates and manages the game server.

The goal of a user will be to play games against other players. While the server administrator's goal is to provide the necessary server resources to play the game. The administrator will also be able to view statistics and scores of the server and games.