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Documentation

Assignment 1 – 2D Shooter – Tank
Blaster

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Game Development (COMP3064)

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Detailed Game Description

Tank Blaster is a 2D shooter game. An army tank fights with the enemies to rescue its country from being attacked. The tank must shoot the enemies and rescue itself to fight for its country.

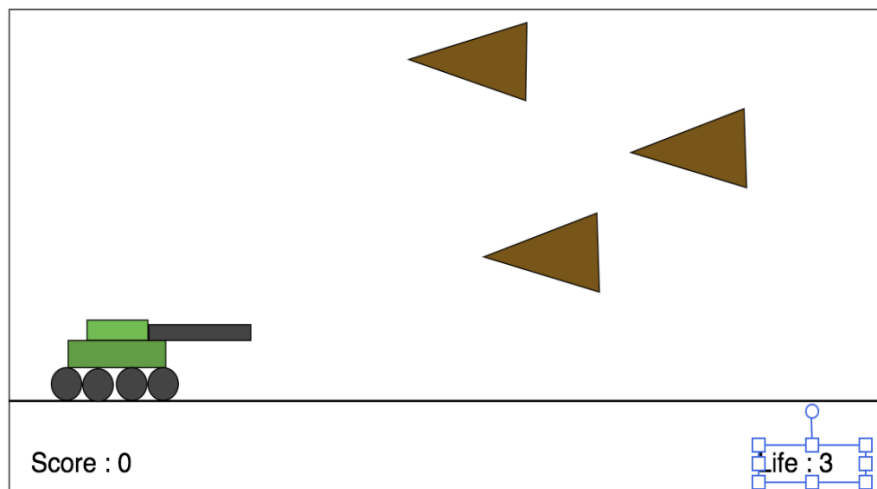
Controls Description

The Keyboard controls including the keys A and D can be used to move the tank left and right respectively. The keys W and S can be used to rotate the tank barrel up and down respectively. The “spacebar” key control can be used to shoot the enemies.

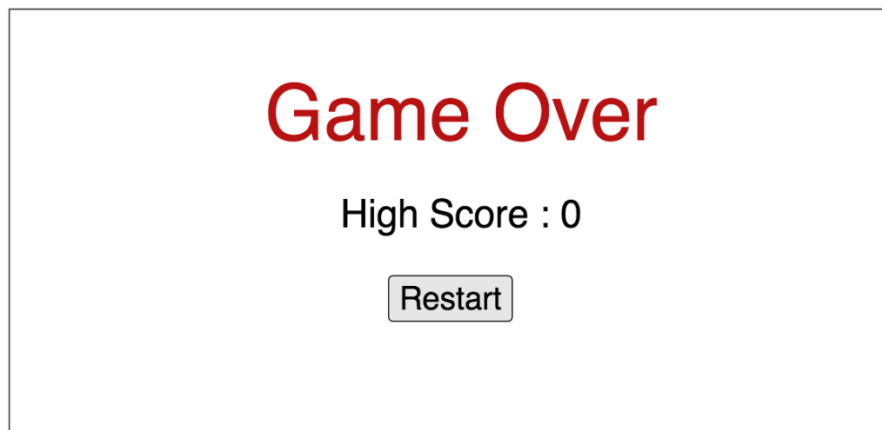
Interface Sketch

Main Game Screen:

Triangles are the enemies and green tank is an army tank.

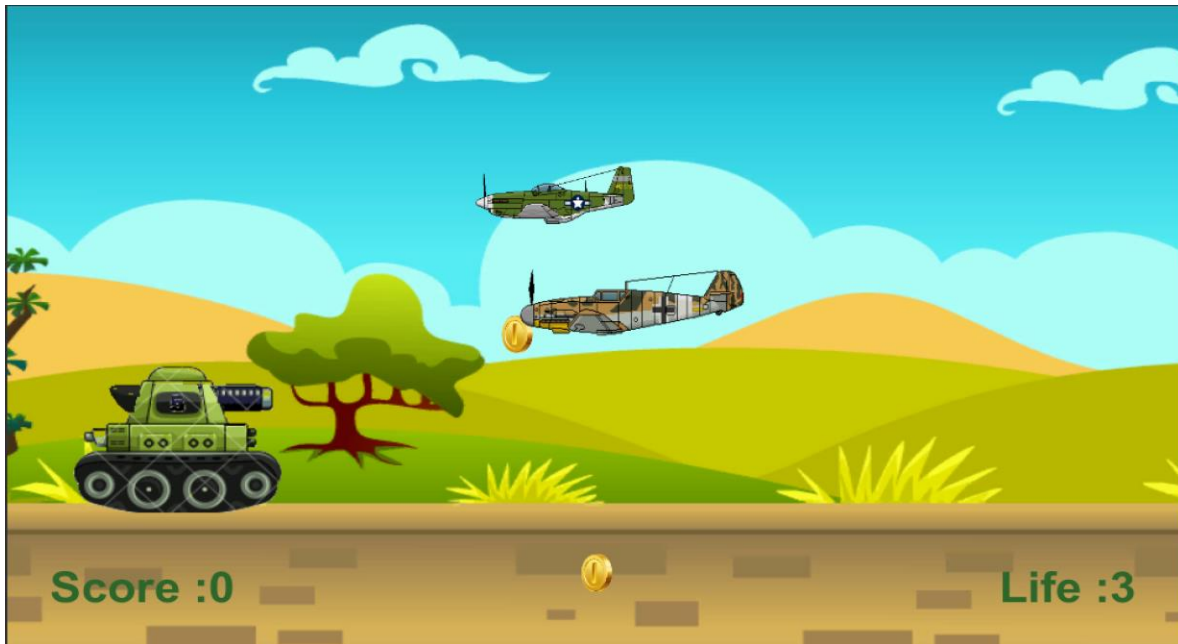


Game Over Screen

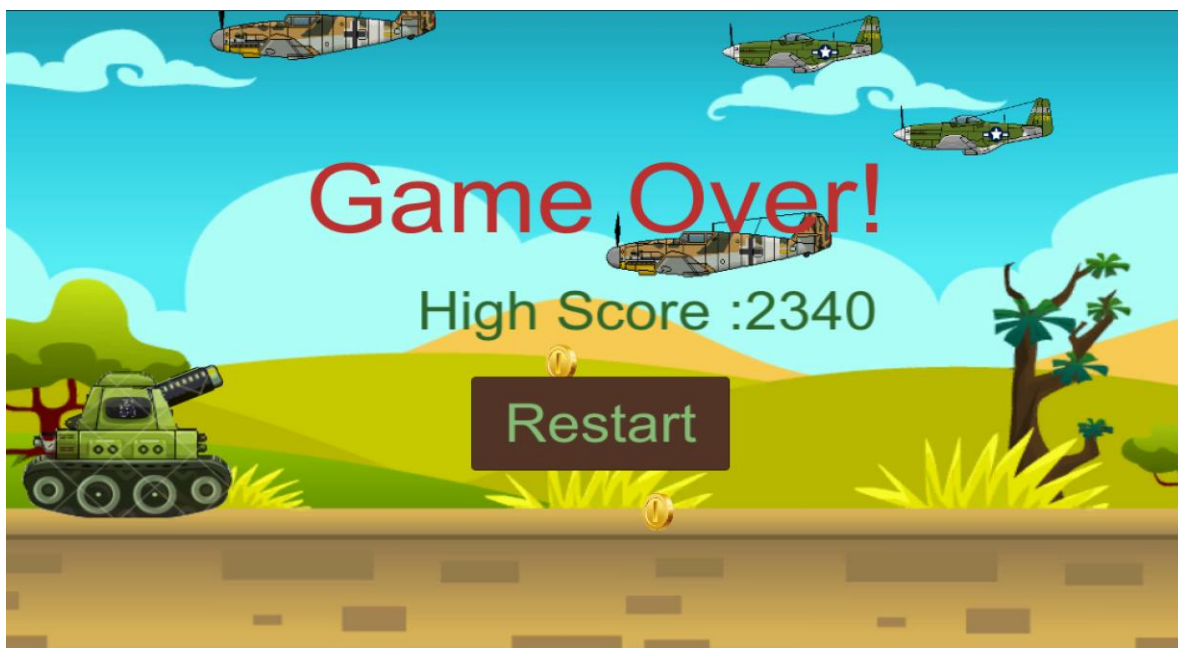


Screen Description

Game Play State



End State



Enemies

The Enemies planes comes randomly form the right side of the screen and increases as time pass by. They move anywhere in the screen.

Scoring

Score can be gained as tank shoots the enemy planes and collect the coins. If the tank shoots and bullet collide with big plane, then score will be increased by 200 points and if the tank shoots the small enemy plane the score will be increased by 100 points. 20 points are added each time to the score as tank collect the coins. If planes collide with tank, then tank life will be decreased by 1.

Sound Index

Sound Effects were taken from the Audio/Sound FX Free package by 8 Bits Elements from the Unity Asset Store and from the website SoundBible

Game's default sound	Tank.mp3
Sound of bullet firing	Tank Firing.mp3
Coin collection sound	Coin_11.wav
Tank and enemy collision sound	Explosion.mp3

Art / Multimedia Index

All sprites were taken from google free images and pixabay website.



Player Tank



Enemy Small Plane



Enemy Big Plane



Tank Bullet



Coin