**Software Design Document**

**Tank Duel Game with Voxel Engine**

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Req 1.0

Creation of tank the the player will be able to use.

Code:

Def Tank(): Def Tank(x,x1,y,z){

// Dimensions of the tank

result = set()

return result

Req 1.2.1

The projectile block shall be implemented in the buldier.py file. The block’s number will be equal to 24. The texture for the block will be added in the textures folder, in the texture.png file.

Code:

TANK\_SHELL = 24