

Title page containing

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- b. SFSU ID: 921555593
- c. CSC 413-01, Summer 2021
- d. <https://github.com/csc413-su21/csc413-tankgame-finaldestroyer.git>

Introduction

Project Overview

This project was designed to be a game for two players. Its references a game called tank wars and its purpose is to have two tanks shoot each other until the other runs out of lives. Through the map, you can destroy blocks to get powerups such as speed boost, extra life, and a spray shot.

Technical Overview

Takes two user/character as a tank and have them shoot each other until either runs out of life. One user uses W, A, S, D, and spacebar to shoot while the other user ←, ↑, →, ↓, and ctrl to shoot. There will be blocks where the users can shoot bullets and the block will detect if the block has touched a bullet to be destroyed. Some blocks will contain powerup which allows the users to have an extra life, move faster and shoot in multiple directions at once.

Summary of work completed

The project itself has not been completed. As of right now, the program does not run and it basically pseudo code. I have only coded the launcher, the menu, the walls, the tanks, the controls, the game world, and some powerups.

Development environment.

Java 11

IntelliJ

How to Run/Build/Import your game in the IDE you used.

a. Note saying things like hit the play button and/or click import project is not enough. You need to explain how to import and/or build the game.

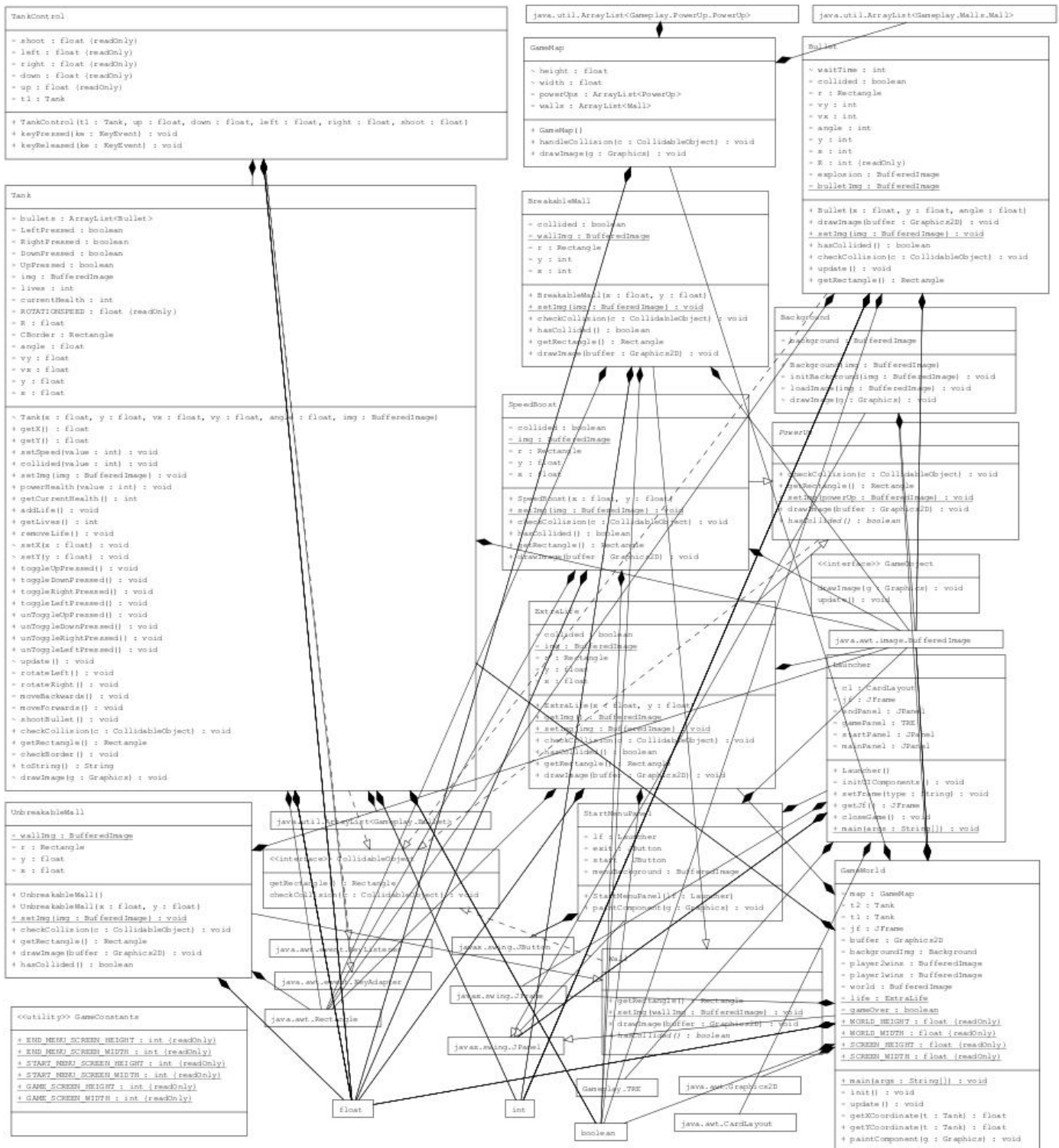
To import the project you can go to the GitHub repository and download it. Next, within your Ide, under files, you can import files into the ide. Then when the whole program is finished, you can build the project under the build tab. In IntelliJ, you want to build an artifact, and then build jar. There will be a runnable jar file that can be clicked to start the game. When the .jar file is ran a menu will appear which displays options to start the game.

Assumptions Made when designing and implementing your project

The assumptions and designs made for this project were simple, but difficult since I've never use how to design a UI before properly in java. But the idea was to have a game world/map which contained two users/characters. Within the world, there would be a border of blocks that are indestructible and random destructible blocks. Some of these destructible blocks would cover the hidden powerups to gain more skills. And with more skills, you're more able to destroy your opponent. I wanted to add more such like even when all power-ups are collected excluding extra life, it would random appear more extra life to make it like

a race to destroy each other the fastest.

Implementation Discussion



Project reflection Project Conclusion and Results.

The project was extremely difficult for me since I did not know much about UI and time was limited for me even when we had a month or so. I wasn't able to think of a way to implement a spray effect like I wanted to. The results and program isn't what I wanted because it's not finished. But at least I was able to learn a decent amount about java and UI creation. The project was fun and it showed me how realistic my life goal can be in becoming a game design/developer. Since there was a time constraint for me, I wish I had more experience and time to learn and develop a more graphic and smooth, also working, tank game. The conclusion and results wasn't what I wanted since it was extremely difficult for me to complete. I was only able to finish mainly the game design and character design but not the game itself sadly enough. I had created my desired design, but I just wish I was I had more knowledge and time to finish what I started.