A-Level Computer Science Programming Project

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# Analysis

## Problem Identification

I am going to be developing a 2d, multiplayer, turn based strategy game where players play as tanks. The aim of the game for each player is to reduce their opponent’s health to zero, and this may be accomplished by aiming their tanks cannon to shoot at the other player’s tank. It will take multiple hits to accomplish this, and so players are able to move their tank a limited distance each turn, in order to position themselves.

## Stakeholders

## Research

## Specification