```c
1 /*
2  * tank.h
3  * Taylor Cowley and Andrew Okazaki
4  */
5
6 #ifndef TANK_H_
7 #define TANK_H_
8
9 #include <stdint.h>
10 #include <stdbool.h>
11
12 void tank_init();
13 // moves our tank left by a certain number of pixels
14 void tank_move_left(uint32_t * framePointer);
15 // moves our tank right by a certain number of pixels
16 void tank_move_right(uint32_t * framePointer);
17
18 // This simply draws the tank on the screen, where it is at now.
19 void tank_draw(uint32_t * framePointer, bool erase);
20
21 // Alives a shell and draws it to the screen
22 void tank_fire(uint32_t * framePointer);
23
24 // Moves the shell up on the screen
25 void tank_update_bullet(uint32_t * framePointer);
26
27 #endif /* TANK_H_ */
28
```