

<b>Project Name:</b>	Tank War
<b>Team:</b>	Xi Zhu
<b>Project Description:</b>	<p><b>For</b> players  <b>who</b> enjoy intense combat and customizable gameplay  <b>the</b> Tank War  <b>is a</b> 2D AI Confrontation Game(should be a Web App)  <b>that</b> introduces Machine Learning techniques to enhance gameplay and strategy  <b>unlike</b> traditional 2D Battle Games  <b>our application</b> offers a unique experience to players by allowing them to pick up in-game items, change their custom look, fight with escalating AI opponents, and develop different strategies against different levels.</p>
<b>Benefit Outcomes:</b>	<ol style="list-style-type: none"> <li>1. Enhanced gameplay experience: The use of Machine Learning techniques in Tank War provides players with a unique and challenging gameplay experience. Players can develop different strategies to defeat increasingly difficult AI opponents, making the game more engaging and exciting.</li> <li>2. Customizable gameplay: Tank War offers players the ability to customize their tank's appearance, which adds a personalized touch to the game. Players can choose from various tanks and maps, providing a diverse and unique gaming experience.</li> <li>3. Improved player satisfaction: By addressing the issues of simple playability, uneven quality, and inoperability of traditional 2D Battle Games, Tank War is designed to provide a better and more satisfying gaming experience for players who seek challenging and exciting gameplay.</li> </ol>
<b>Github Link:</b>	<a href="https://github.com/htmw/2023S-zhu/wiki">https://github.com/htmw/2023S-zhu/wiki</a>