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| **Project Name:** | Tank War |
| **Team:** | Xi Zhu |
| **Project Description:** | **For** players  **who** enjoy intense combat and customizable gameplay  **the** Tank War  **is a** 2D AI Confrontation Game(should be a Web App)  **that** introduces Machine Learning techniques to enhance gameplay and strategy  **unlike** traditional 2D Battle Games  **our application** 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. |
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| **Benefit Outcomes:** | 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.  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.  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. |
| **Github Link:** | <https://github.com/htmw/2023S-zhu/wiki> |