Ammo Class Assembly

(

Ammo class : Base

// quick ammo (unlimited)

MachineGun class : Ammo

FlameGun class : Ammo

// hard ammo (limited)

Shell class : Ammo

EnhancedShell class : Ammo

BouncingBettyShell class : Ammo

)

Ammo Class

{

Int Damage;

Float Speed; // Ammo Dependent

Float MaxDistance; // Ammo Dependent

PointF Position;

Int TankID;

Contructor(float rotation, PointF Position) // from tank turret rotation

{

}

}

// debate on int tick for timer or actual timer (stopwatch)

Timer Tick

{

Distance Formula using Speed

}