

## **Documentation**

**TankWorld Class** – This class holds the main method for the tank game. It holds the concept methods to start the game such as game initialization methods, loading image resources method, methods that get specific values from the game world, methods that add objects to the game world and also specific methods that look out for specific actions done in the game. This class invokes every other class in the tank package in some way. Uses the **TankWeapon, TankBullet, and FancyTankWeapon Classes** to when it shoots but also what kind of weapon is shooting.

**TankLevel Class** – This class creates the map and level for the tank game. It reads in a file of text with number ranging from 1-5, then corresponds those number with objects within the game. For example 1 = unbreakable block and 2 = breakable block. It also restores the blocks that are broken after a few seconds. This class extends the AbstractGameModifier class from the wingman game. This class also loads the game. It uses the **Wall, BreakableWall, addPlayer, and addPowerup Classes** to add the objects into the game.

**GameWorld Class** – This class is in the wingman package. Since TankWorld imports it we can use it in this game. This class is used to set the speed of the game.

**Background Class** - This class is in the wingman package. Since TankWorld imports it we can use it in this game. It extends the Background Object class. Updates the variables in the class based on info returned by the super class.

**GameSounds Class** – This class is used to invoke methods to play the mp3 files for background music, weapon fire, explosions..etc.

**Tank Class** – This class is used to draw the tank in the game but also track when it dies, moves, turns to update its location.