

Tanks Game

Description

Implement tank games using pixi.js lib and assets with sounds provided.

Game should have static size :1024x768

Game should have Scenes:

1. Loading screen(use loader bar images)
2. Menu screen



3. End Game screen with score(use scores.png)

4. Game screen (just example please use all provided types of tiles)



Game should have 10 enemy tanks implemented, color could be picked randomly but player should have different color.

Enemy should move shoot and could destroy walls but could'nt kill other tanks exept player tank.

Player could destroy tanks, the tank would be destroyed if his lifes amount reached 0, 1bullet hit = -1 life.

Each enemy tank would have 1 life at start but could be increased by collecting bonus lifes.

Map should included all object and player and enemy base.

Please try to use patterns you learn properly for this game and separate code in different files, use classes etc.

Player would have 1 life at start could be increased by collecting bonuses.

Bonuses should appear randomly on map during the game.

Enemy could collect bonuses too.

To Win the game player should destroy all enemy tanks. If player would lose all lifes or his base would be destroyed he would lose the game.

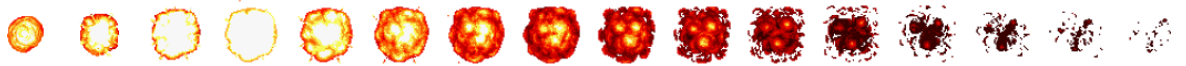
CONTROLS











Player should move using arrows buttons or "asdw" buttons on keyboard.

Shoot should be implemented using space button.

GAME OBJECTS

1. Player Bullets - ●
2. Enemy Bullets - ●
3. Explode animation for bullet -



4. Different tanks 
5. Leafs  tanks can move under this tiles
6. Wall1  tanks can destroy this wall using shoot
7. Wall2  tanks could'nt destroy this wall
8. Water  tank would die if entering this tile
9. Eagle (Base)  Player would lose if base would be destroyed need 1 hit to destroy it
10. Bonus Immortal  collect this tile on entering give a buff for next 2 seconds bullets could'nt kill him.
11. Bonus life  collect this tile to get 1 extra life
12. Bonus speed increase 
13. Bonus speed degrease 

Sounds

Sounds is included in sounds folder please implement them.