

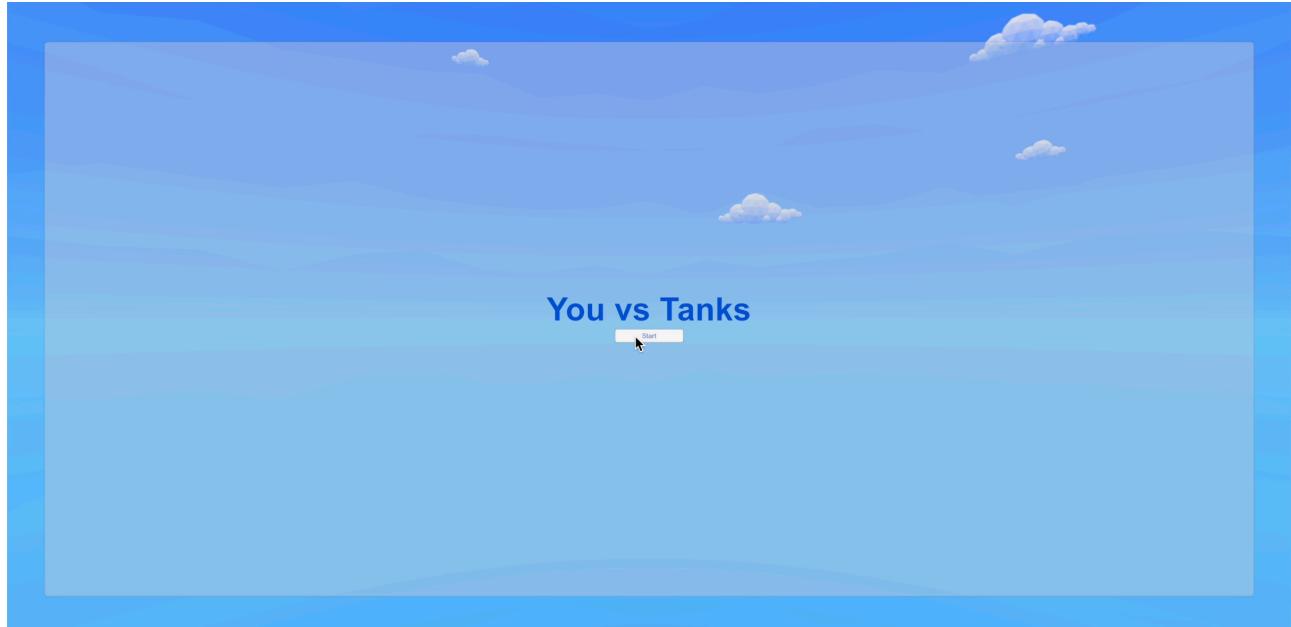
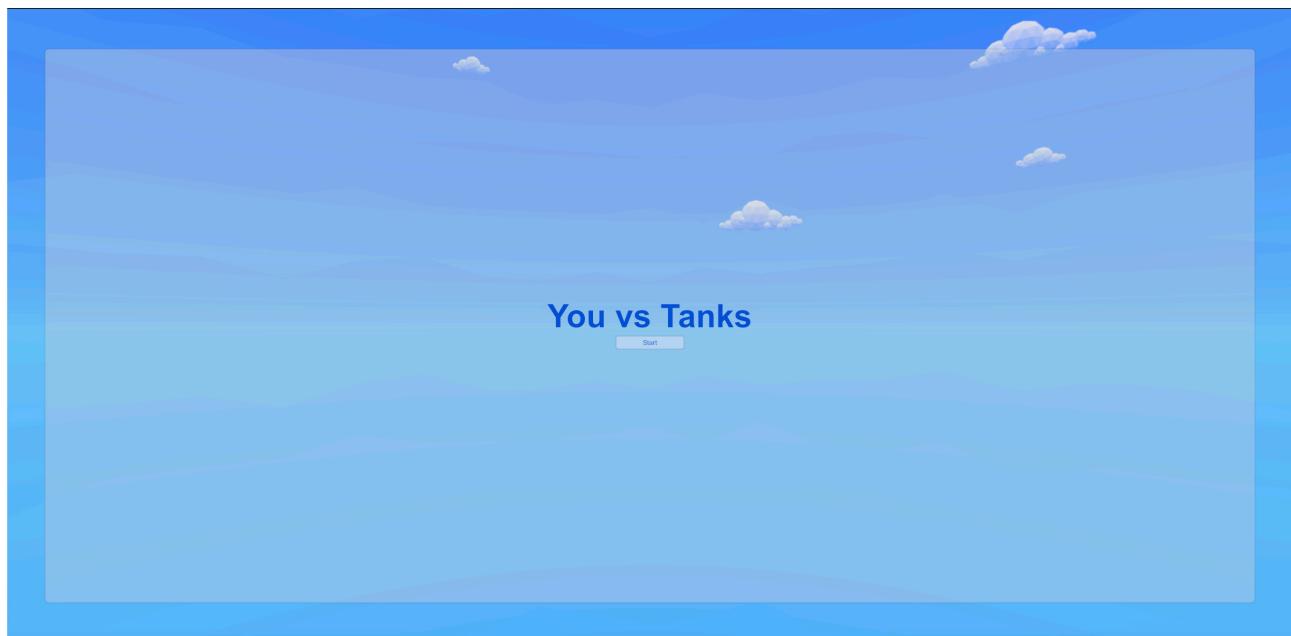
## Interface Design:

The first is the interface where the game starts.

The name of the game is clearly written on it. The game begins when the player clicks the "start" button below.

The background here is the sky of the game background. Sky blue is lively and interesting, bringing a relaxed mood.

Pay attention to the colour of the keys. I also made a design for the colour of the buttons here. When the button is not clicked, it is translucent. When the player moves the mouse over the "start" button, the colour of the button changes to white. When the player clicks the button, the button colour turns grey.

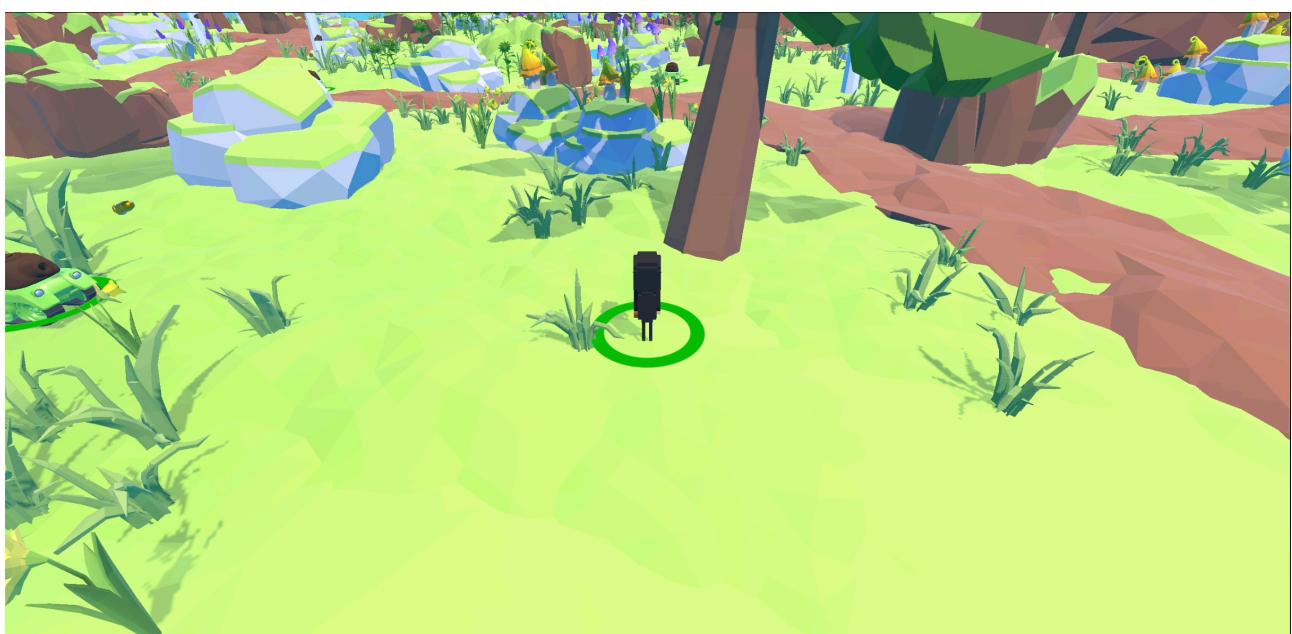




Click "start" and the player enters the game. The following figure shows.

Both the player and the tank have a ring-shaped health bar around them. This is designed to make it easier and faster to see the blood volume. I also set it to be bright green when the HP bar is full. When the amount of blood gradually decreases, the ring colour will turn bright red.

The ring colour change is shown below.





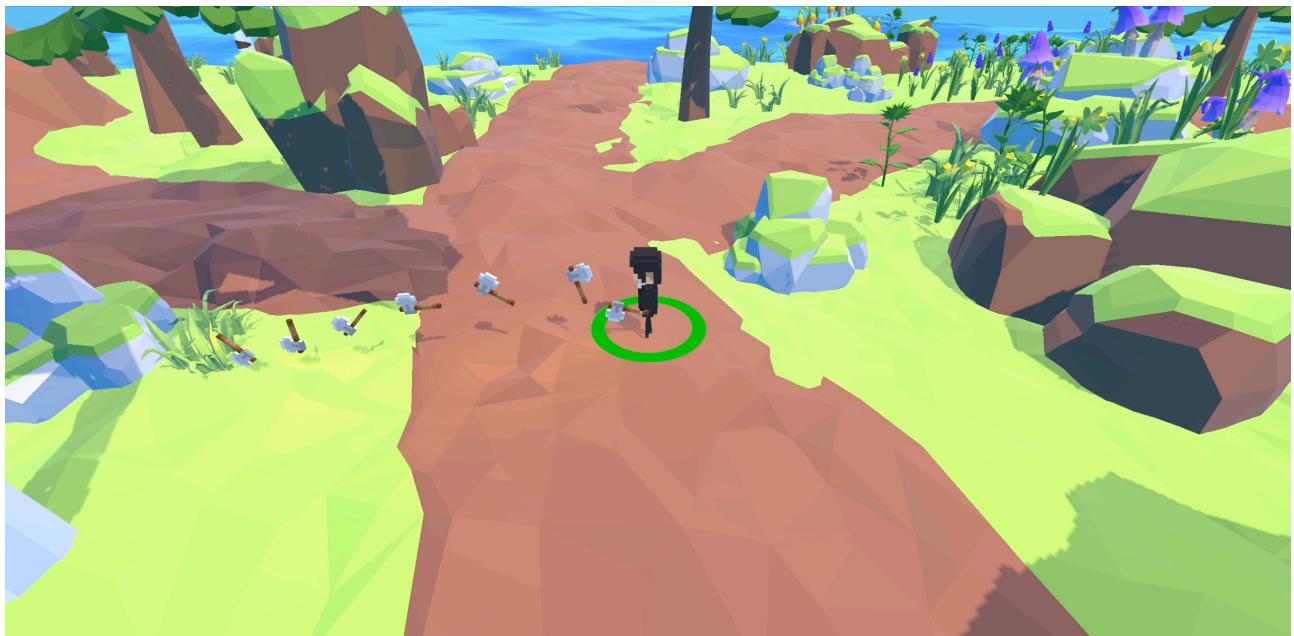


The tank fires attack bullets to attack the player.

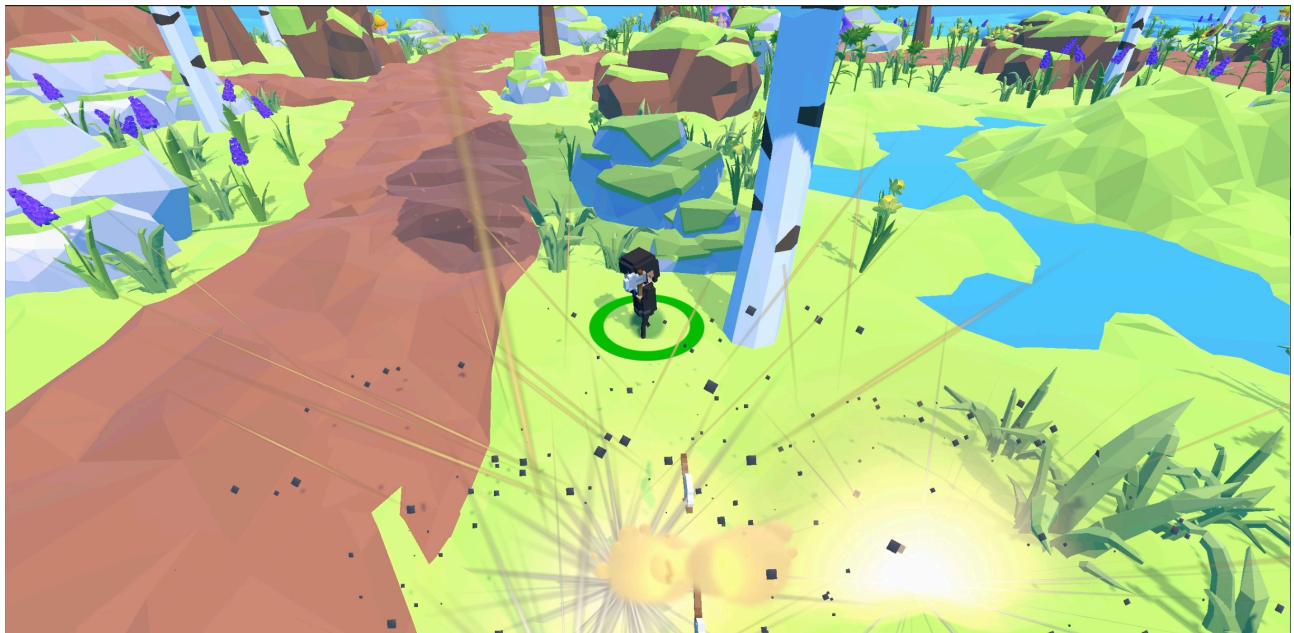
**The following is a detailed picture of the tank firing bullets.**



The weapon in the player's hand is the axe. Players attack tanks by throwing axes.  
Below is a detailed diagram of the player's attack.



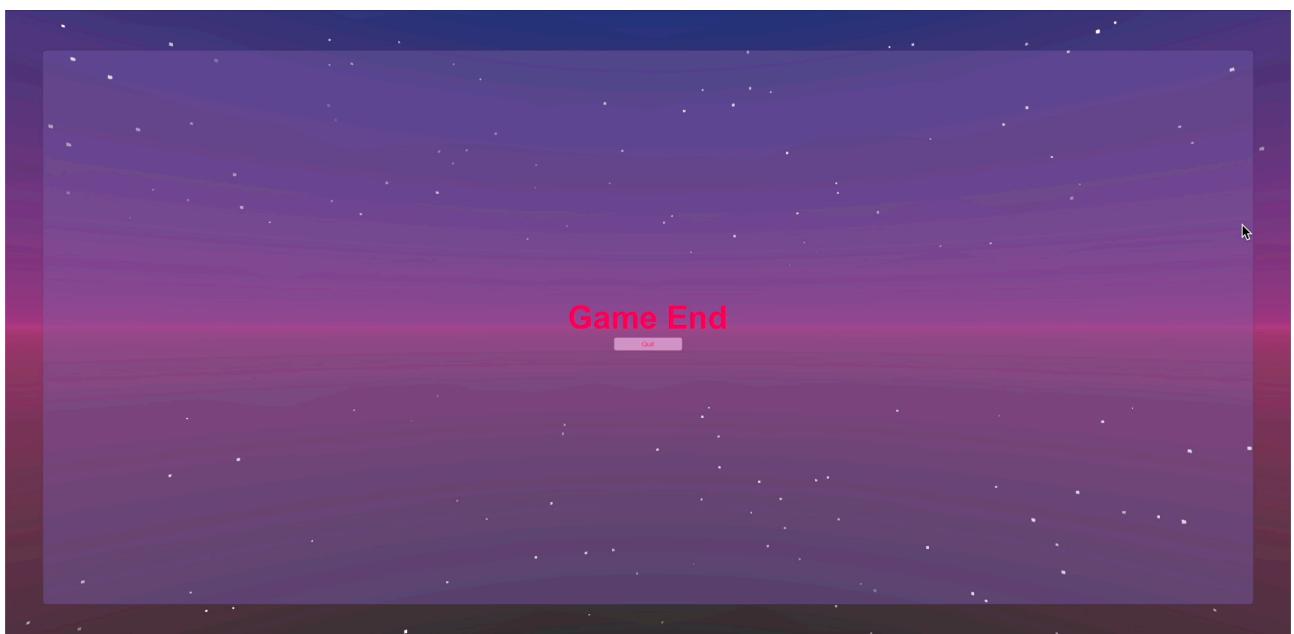
Explosions occur when a player or tank hits health zero. As shown in the following figure

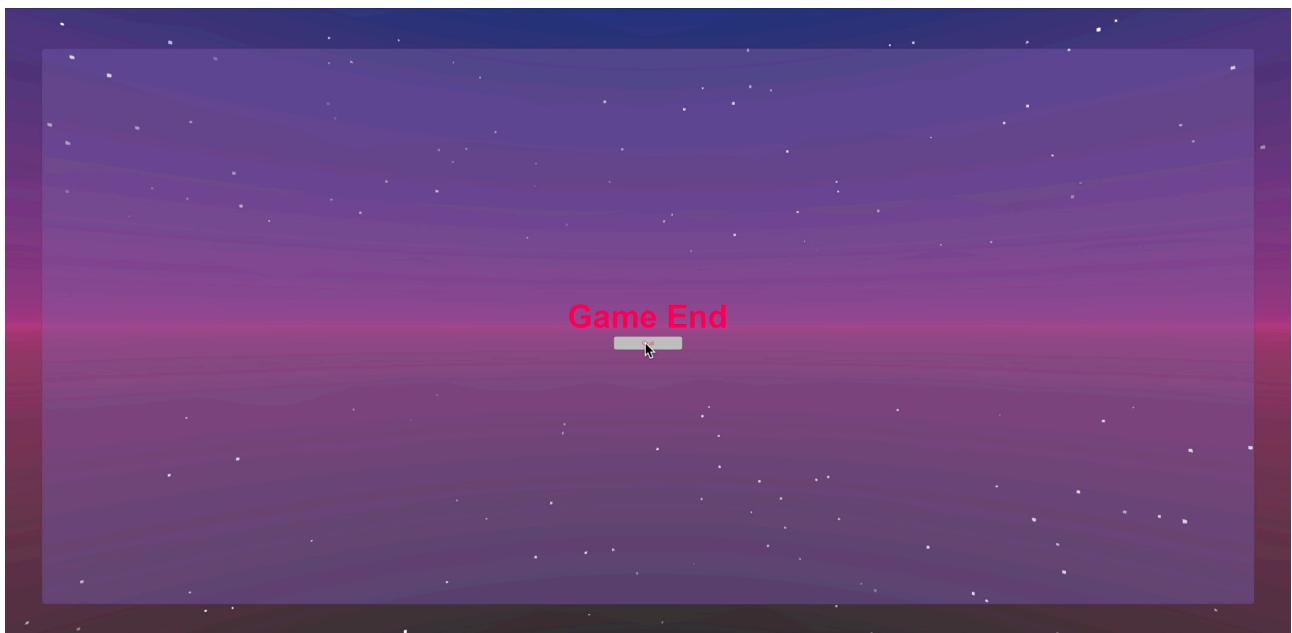
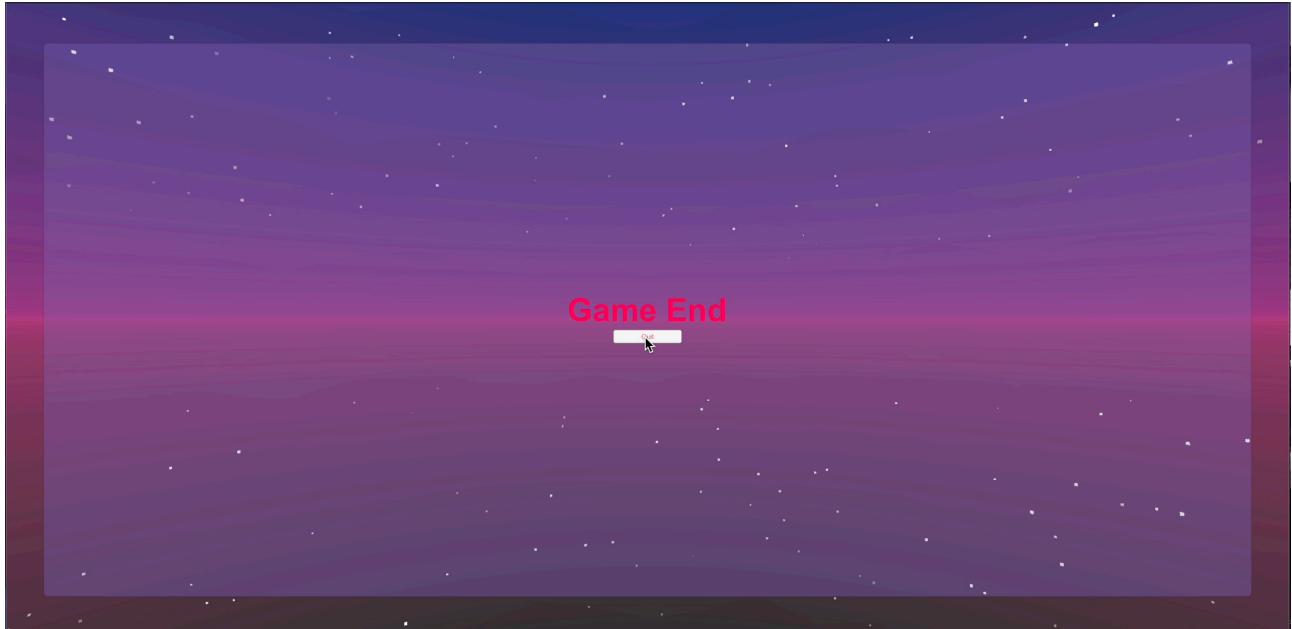


The following is the game's lost interface.

The buttons' colour is the same as in the beginning screen. When the button is not clicked, it is translucent. When the player moves the mouse over the quit button, the colour of the button changes to white. When the player clicks the button, the button colour turns grey. I chose the same sky for the background. It just replaced the blue sky with the evening. This also implies that the player has lost the game.

When you press the quit button, the game ends. The player exits the game.

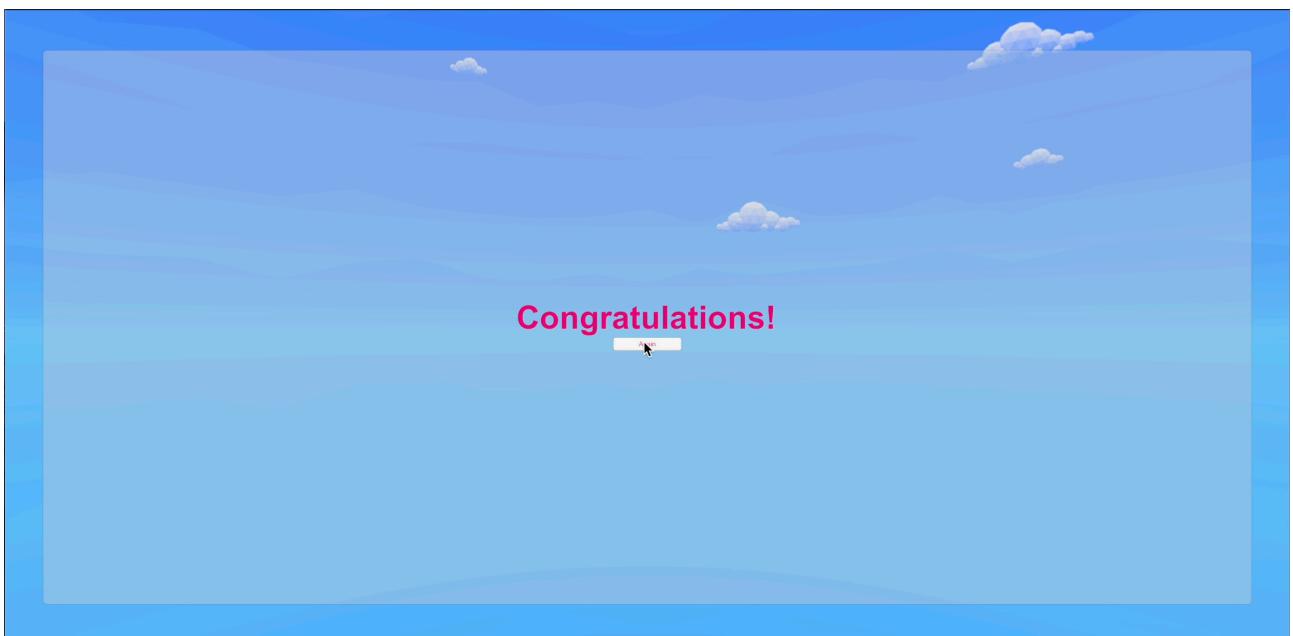




**The following is the game's winning interface.**

The buttons' colour is the same as in the beginning screen. When the button is not clicked, it is translucent. When the player moves the mouse over the "again" button, the colour of the button changes to white. When the player clicks the button, the button colour turns grey. I chose the same blue sky for the background.

When you press the "again" button, the game starts again. The player can play the game again.



## How To Play The Game:

**Left hand control game character attack:** The player holds the controller with his left hand and throws it like a game character.

**The right hand controls the movement of the game character:** The player's right hand controls the movement of the game character by controlling the left and right keys up and down the keyboard.

This design, I think, adds a lot of fun to the ordinary gameplay. The player can only finish the game through the coordination of the left and right hands.

Below is the illustration



