Army Of Tanks GithubLink: https://github.com/JayceeNakagawa/Army-Of-Tanks

Description

Two players start with a command base and must destroy all units belonging to the enemy team. Players must manage their resources while upgrading their tech level to create even stronger units. Players use their mouse to interact with their units. If a unit is selected, a circle will appear over the unit to show that the player is in control. The command base can create builders that are meant to build buildings. Builders can only build resource extractors on resources spots. Resource extractors generate minerals over time. Hud Buttons will change depending on the unit selected. Builders are responsible for creating buildings, tanks can only destroy other units and buildings.
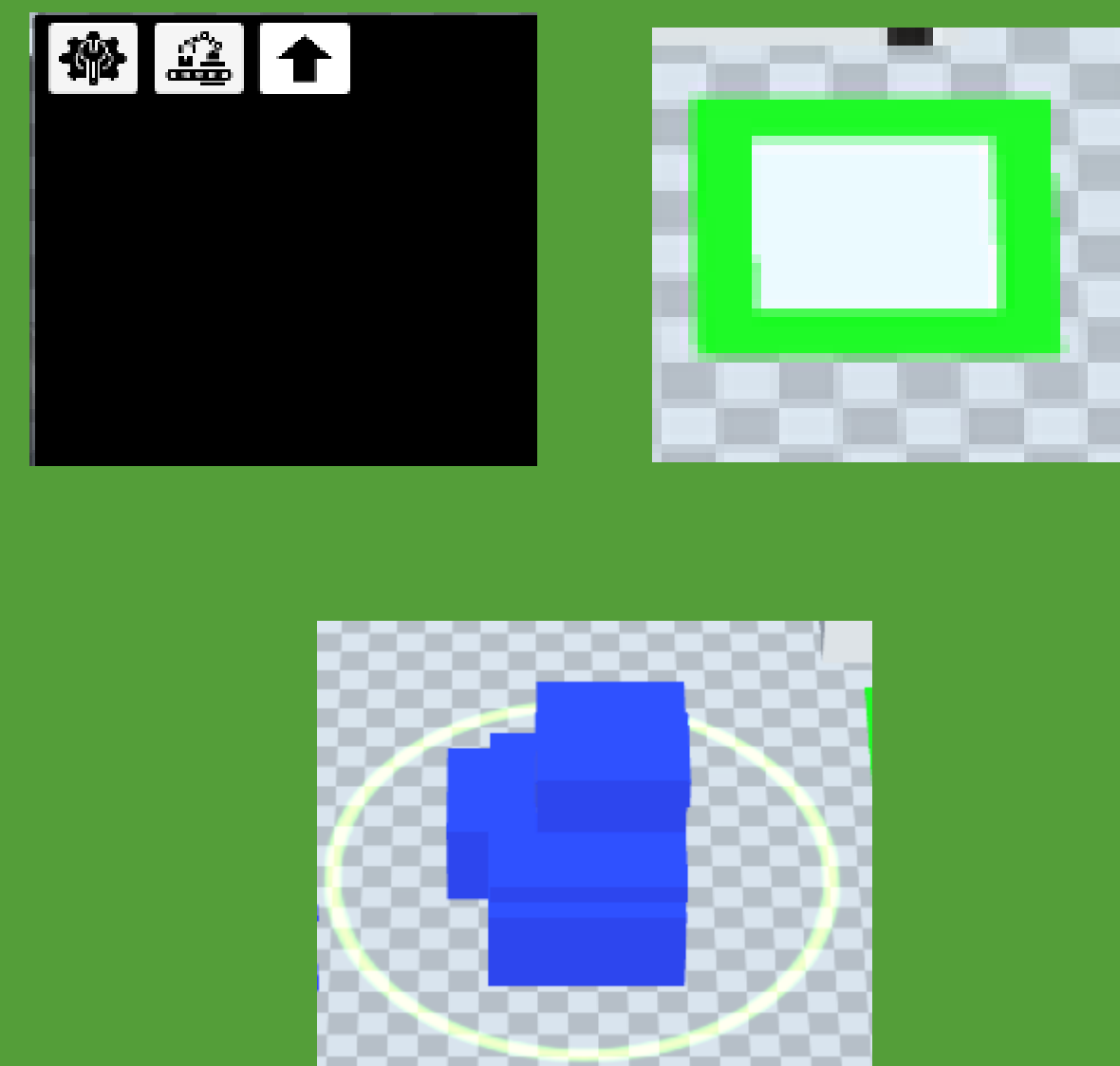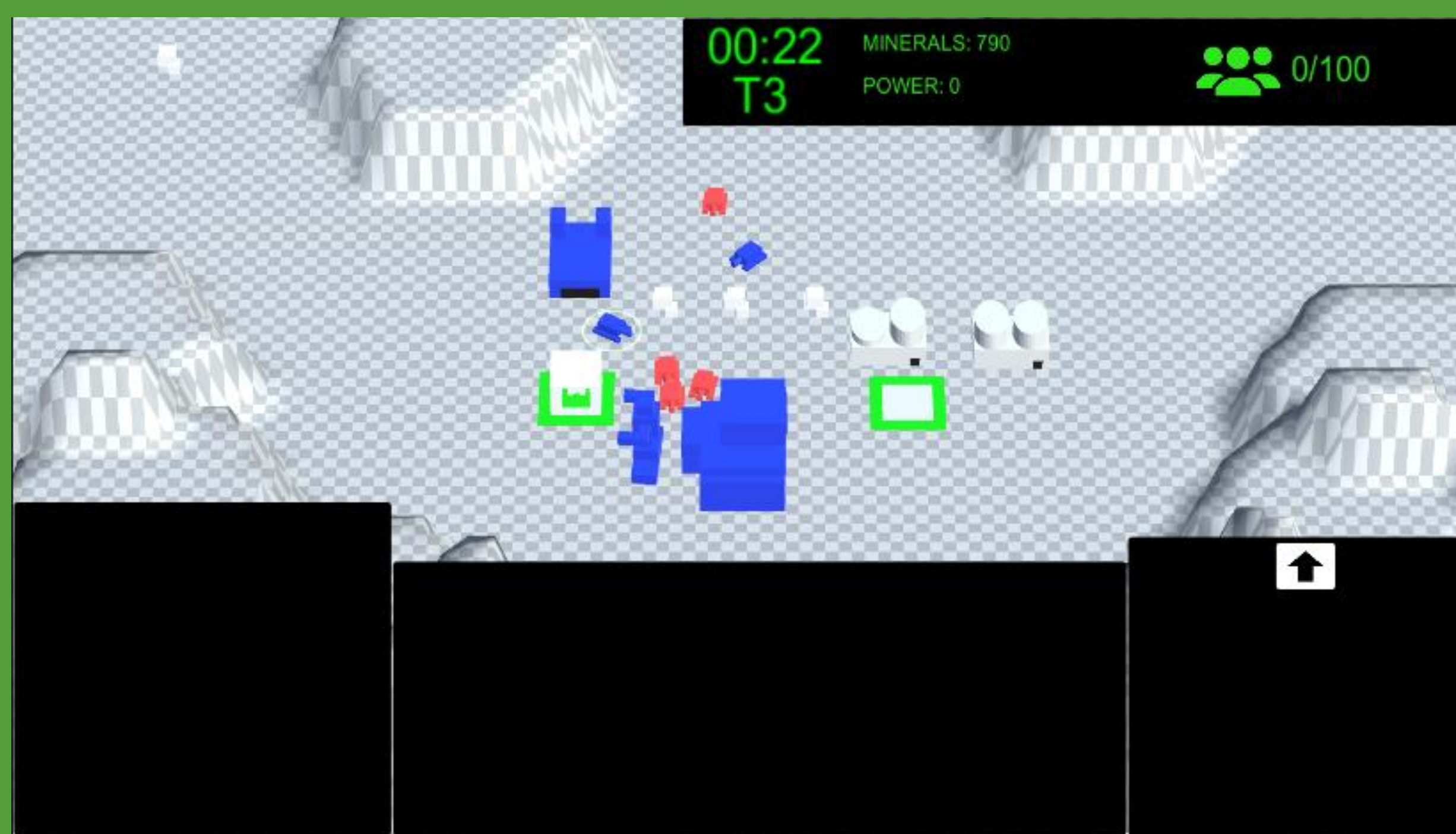
Resources

The Unity engine was perfect for learning how to utilize 3d objects. I was Able to learn fast by using tutorials on the various functions that unity offered to built a large part of this project.
The next major component was the mirror library. It gives sample code on how to use the functions it offers and allowed me to change my code for online play.
Finally, I used ParrelSync to have two instances of a unity editor up whenever I wanted to test online functionality.


Challenges

Learning how to utilize mirror and connecting my code from last semester was difficult. Controlling what appears on each players' end required extensive testing and caused revisions I did not expect.

Future Development

- Fog of war – To prevent players from seeing the entire map
- Customizable Army – A fun mechanic that could introduce plentiful strategies
- New Game Modes
- Music and Sound Effects
- "Rock Paper Scissors" – More units could be created and placed in categories. For example, vehicles could counter infantry, air counters vehicles and infantry counters air.
- Veterancy – If a player keeps a unit long enough or that unit participates in combat, they gain experience to increase their veterancy. This could make a unit stronger or a building produce faster.
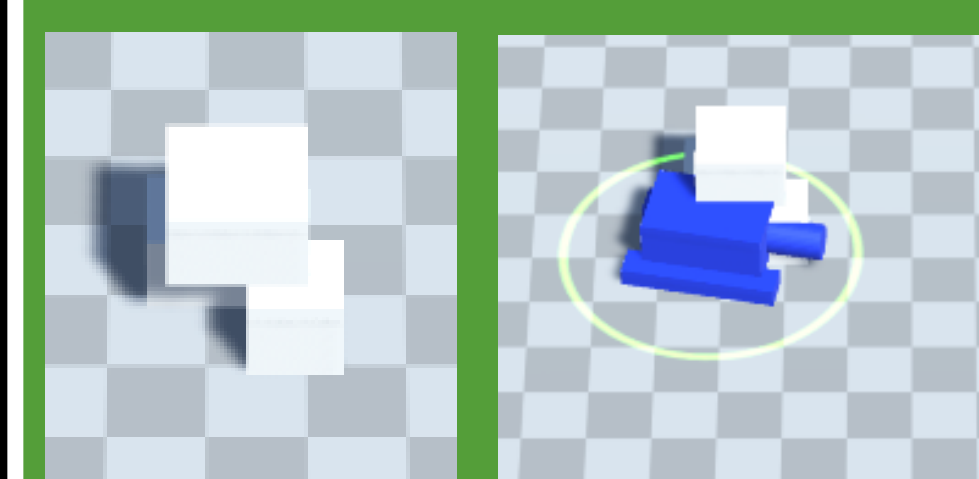- And More!

Multiplayer

Players can create private and public lobbies or search for public Matches or locate them using an Id.
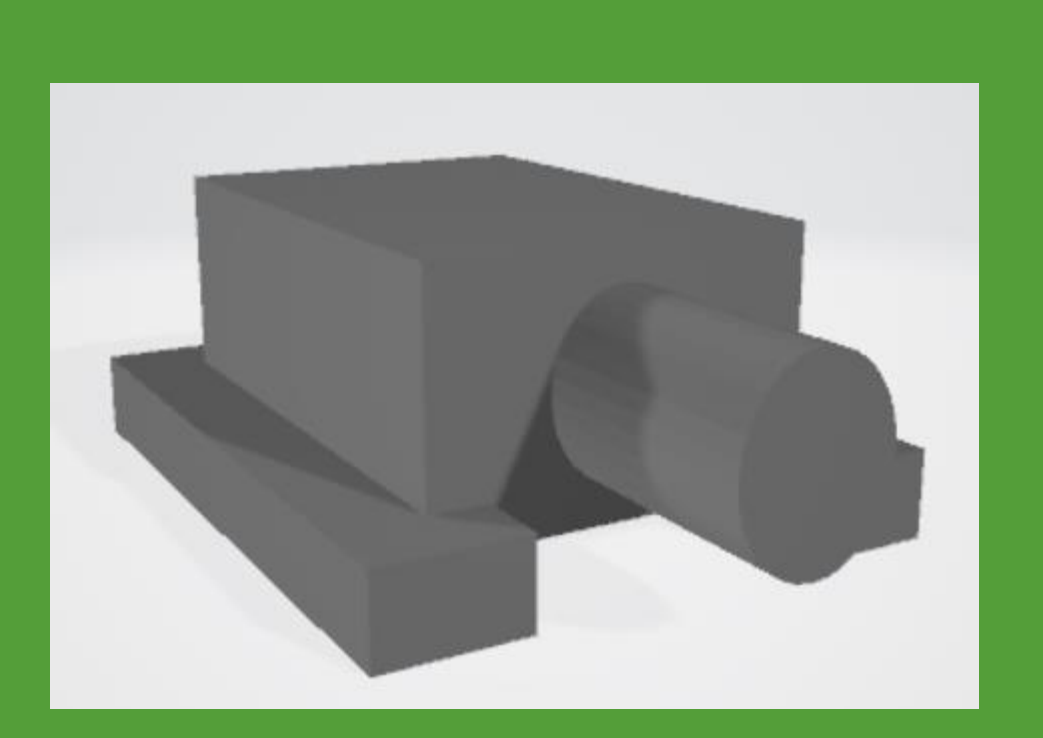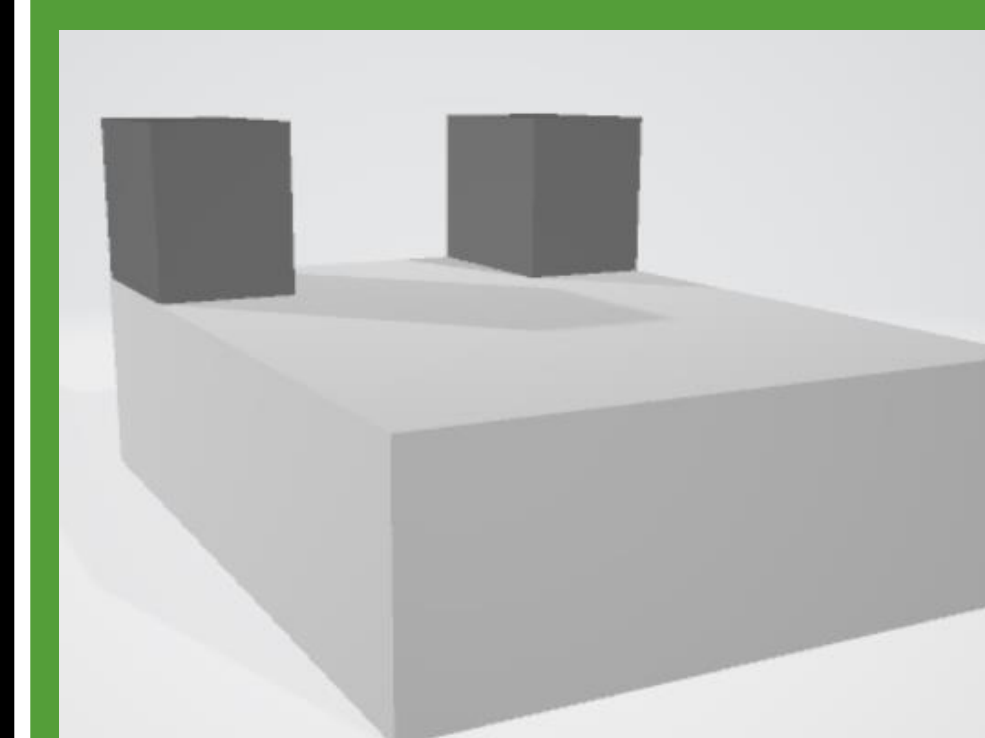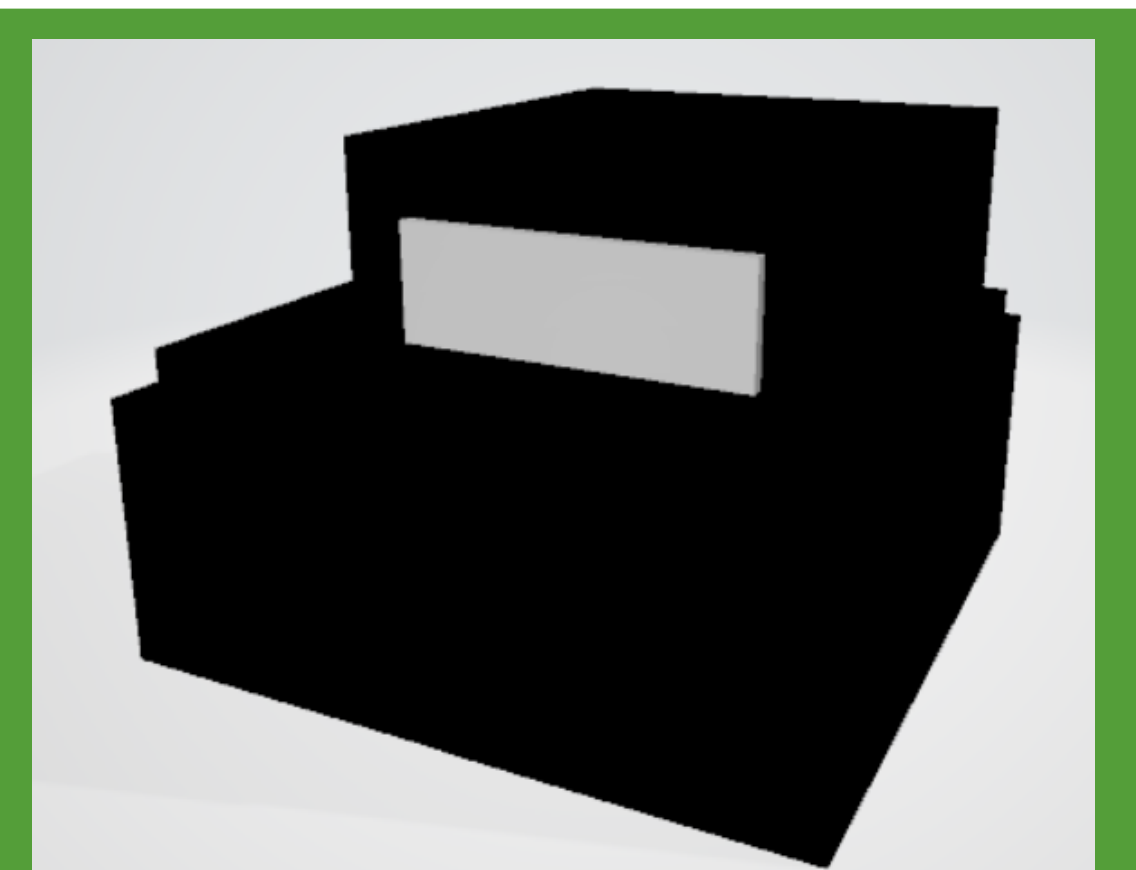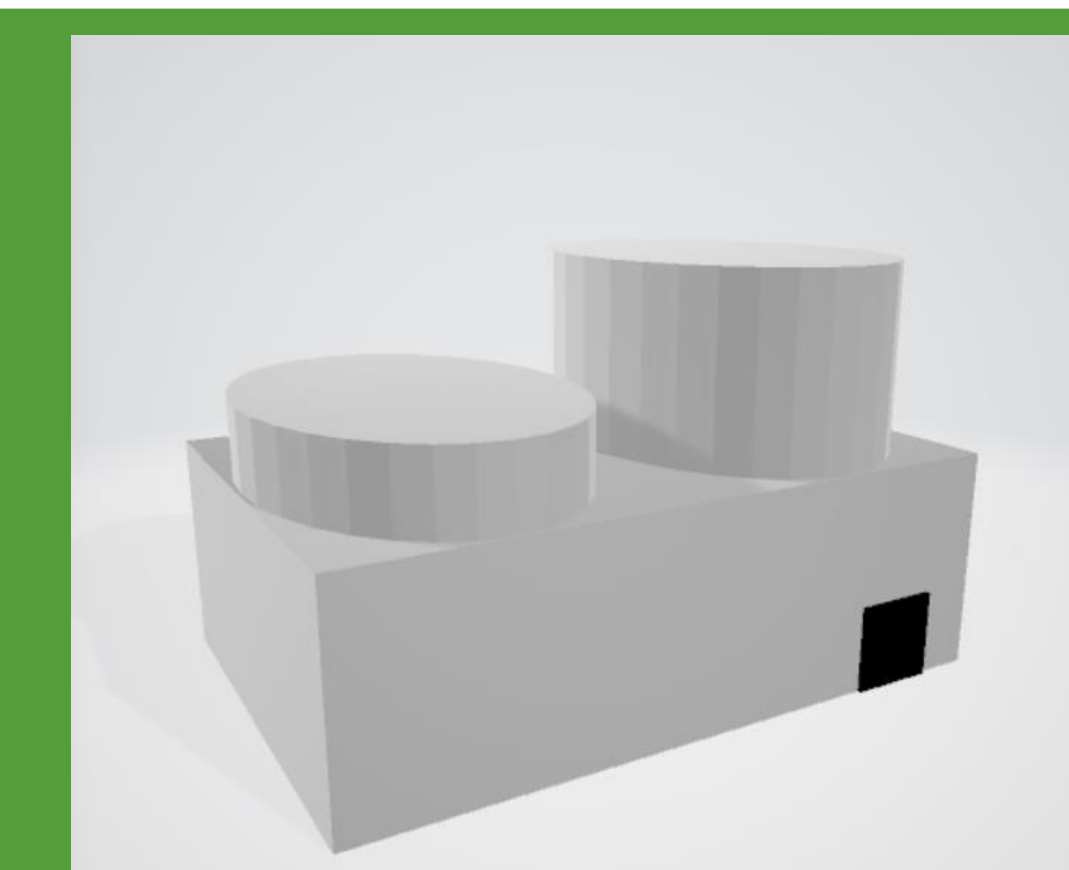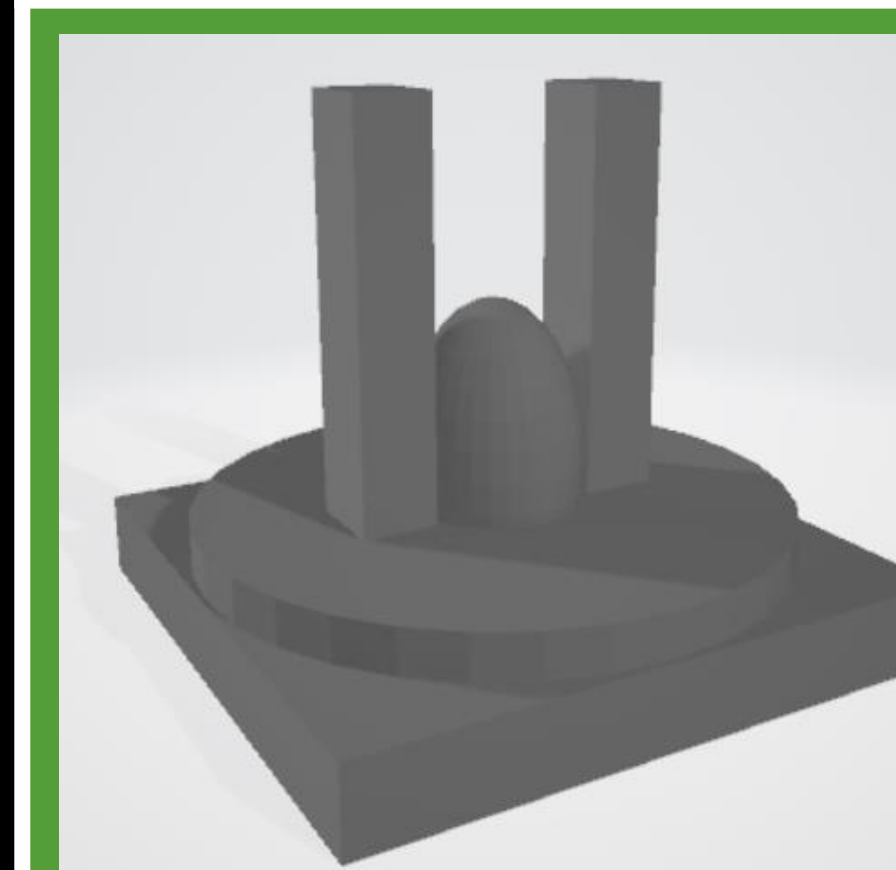

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Made by Jaycee Nakagawa
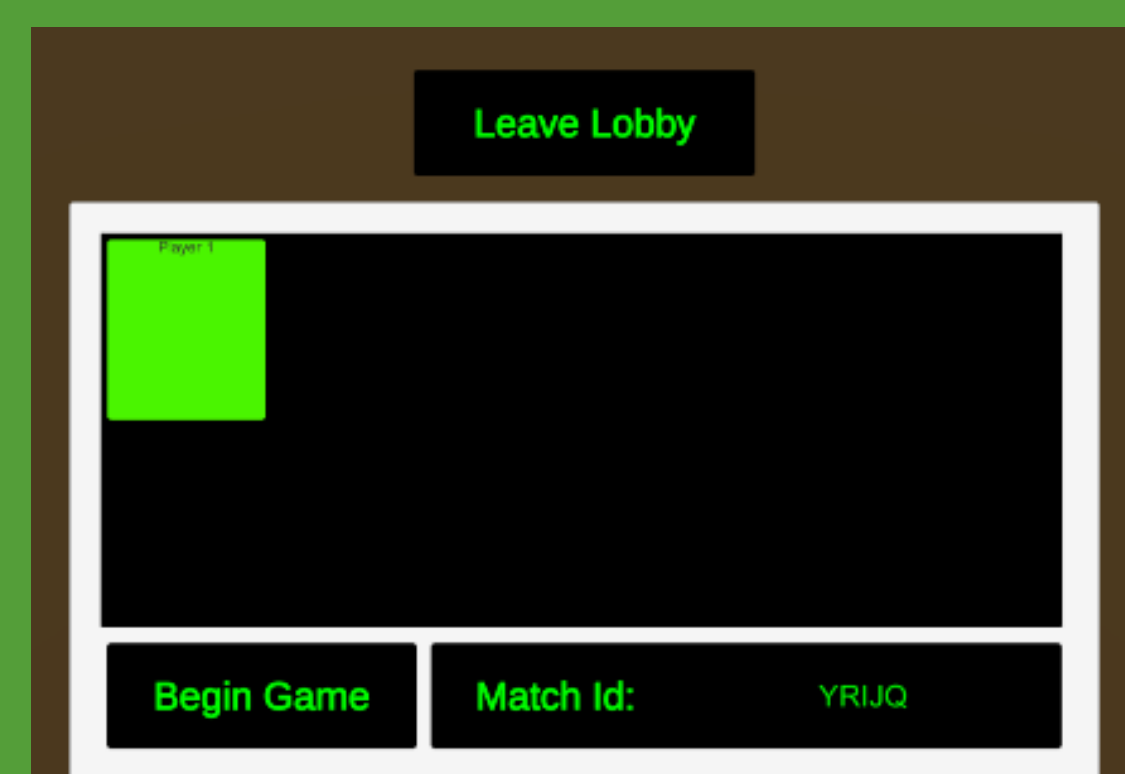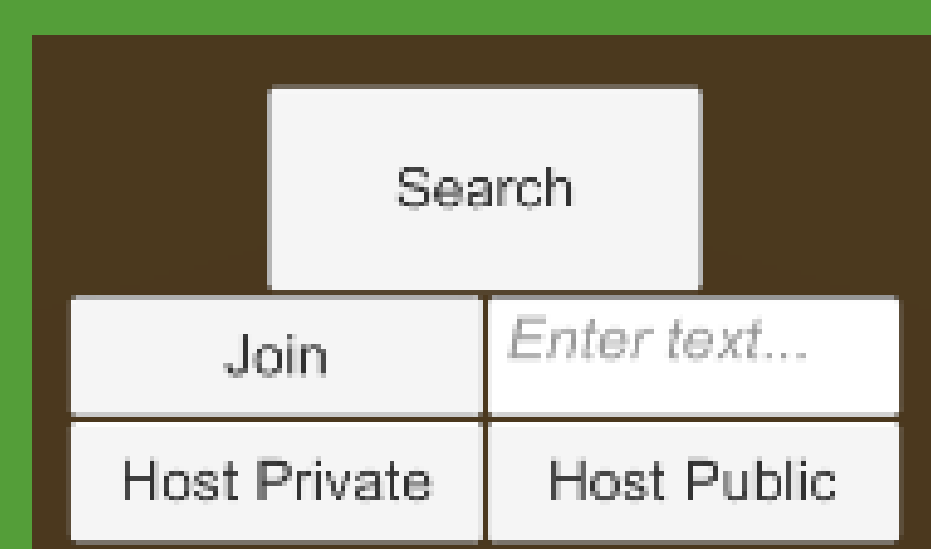
Aggressive Gameplay, Map Control

Players are encouraged to attack other enemy bases placed around the map. Defeating the guard and destroying the base will give you supplies.

Supplies are scattered around the map. Units can pick them up to give the player resources.