P2P-Middleware Lab
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TANK HUNTERS

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1 GAME DESIGN

T   ank hunters is a multiplayer 2D action game. In this game every player is in control of a tank which moves around in a single field. The goal of the player is to destroy maximum number of enemy tanks in a predetermined number of rounds or time.

1.1 SCREENS

1.1.1 WELCOME WINDOW

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1.2 GAME MODES

Multiplayer: The player is assigned a green tank and all other enemies are assigned red tanks. The player can specify the name for the tank. The details of the top three tanks and the players performance record are displayed on the right side of the menu bar and score and positions are displayed to the left of the menu bar.

1.3 Game Objects

Currently Tank hunters have 4 different game objects namely, the Tank, the Wall, the Missile and the Power-ups. The Tank is an image of an animated tank icon, which can move around the game screen. The wall is an animated picture of a wall. It surrounds the game area too. The missile is a small moving object which moves around in a particular line to a limited distance.

1.3.1 Power-Ups

The Power-ups are pop on to the at random position every five seconds. There are five different power-ups the Shield, the Speed-up, the Slow-down, the Attack Rate and the Attack Range. Each power-up last for 5-10secs.

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1.4 Game Screen

The entire screen is one single image with each field of the image having itâĂŹs own attributes. The attributes are the position and the type of the field, the field can be either a tank or a wall or a missile or a power-up or any of the two at the same time.

1.4.1 Controls

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1.5 Implementation

Tank hunters is implemented using Java. The project is implemented as a CMV model. The game screen is a label on top of a panel on top of a frame. The labels are created for each tank, power-up and missile. The panel contains the image of the game screen. A two dimensional array called field contains the entire information of the game; it contains the position of all game objects in the game.

1.5.1 Game Specifications

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