Project 2

<Spot a Tank>

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Dare: 02/2/15

***INTRODUCTION:***

Title: Spot a Tank

The game explains what its happening, in this case it output that the camp it’s under attack.

It gives you 15 opportunities or shots to spot as many tanks as you can.

The Game consist of targeting tanks outside your camp which is under attack. You will have to input the angle to where you want to shoot and also the power with which you want to hit the tank. The only information given about where the tank is located is the distance of where they are coming towards your camp.

The Number of targeted it tank would add up and after your 15 shots are use it would tell your score.

***SUMMARY***

SPOT A TANK is a game where you can show how much your brain can think and show some math skills. The math skills would be able to be proven when you enter the angle to where you want to shoot and the power you want the projectile to have for the trajectory.

The game not only tell you that you missed but it also tell you that the shot was too far or close.

***Description:***

This project includes most of the concepts we have learn in class from the chapters we have covered. This project have strong possibilities to be extended for next project. The project can be improve by adding more levels using less space and different loops would also be a way to improve the game for next project.

It took me about 6-7 days or from 18-24 hours to make it, if more time could have been use to build it, it would have given better results. I tried to add as many knowledge as possible. The game it’s very simple but it can be improved to be better and wroth to play and have fun.

|  |  |
| --- | --- |
| iostream |  |
| ctime |  |
| iomanip |  |
| cstdlib |  |
| cmath |  |
| fstream |  |
| string |  |
| void |  |
| bool |  |
| int |  |
| float |  |
| char |  |
| unsigned |  |
| srand |  |
| for |  |
| if |  |
| while |  |
| else if |  |
| else |  |
| do |  |
| easyFile.close() |  |
| play |  |