

Pocket Tanks

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Problem Statement

1. Our goal was to design a simple yet entertaining game involving two player known as Pocket Tanks using OpenGL.
2. We aimed to create a game where a player has to judge the power and angle according to the distance between the tanks.

Problem Statement (Contd.)

3. To generate a randomized terrain so as to increase the difficulty of the game.
4. Evaluating and displaying the scores after each turn according to the relative position of the opposing tank and the point where the shot touches the terrain.

START

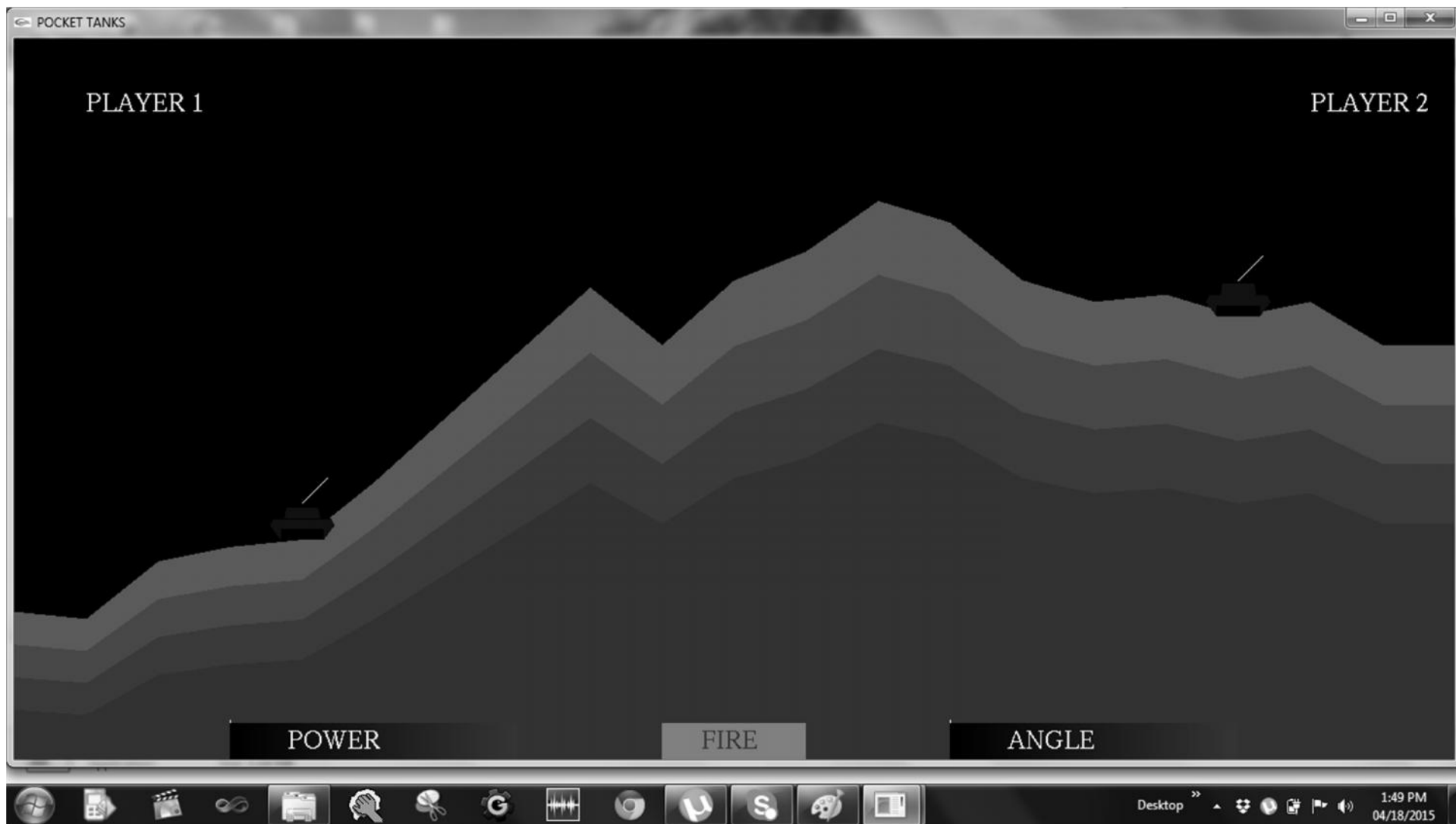
INSTRUCTIONS:

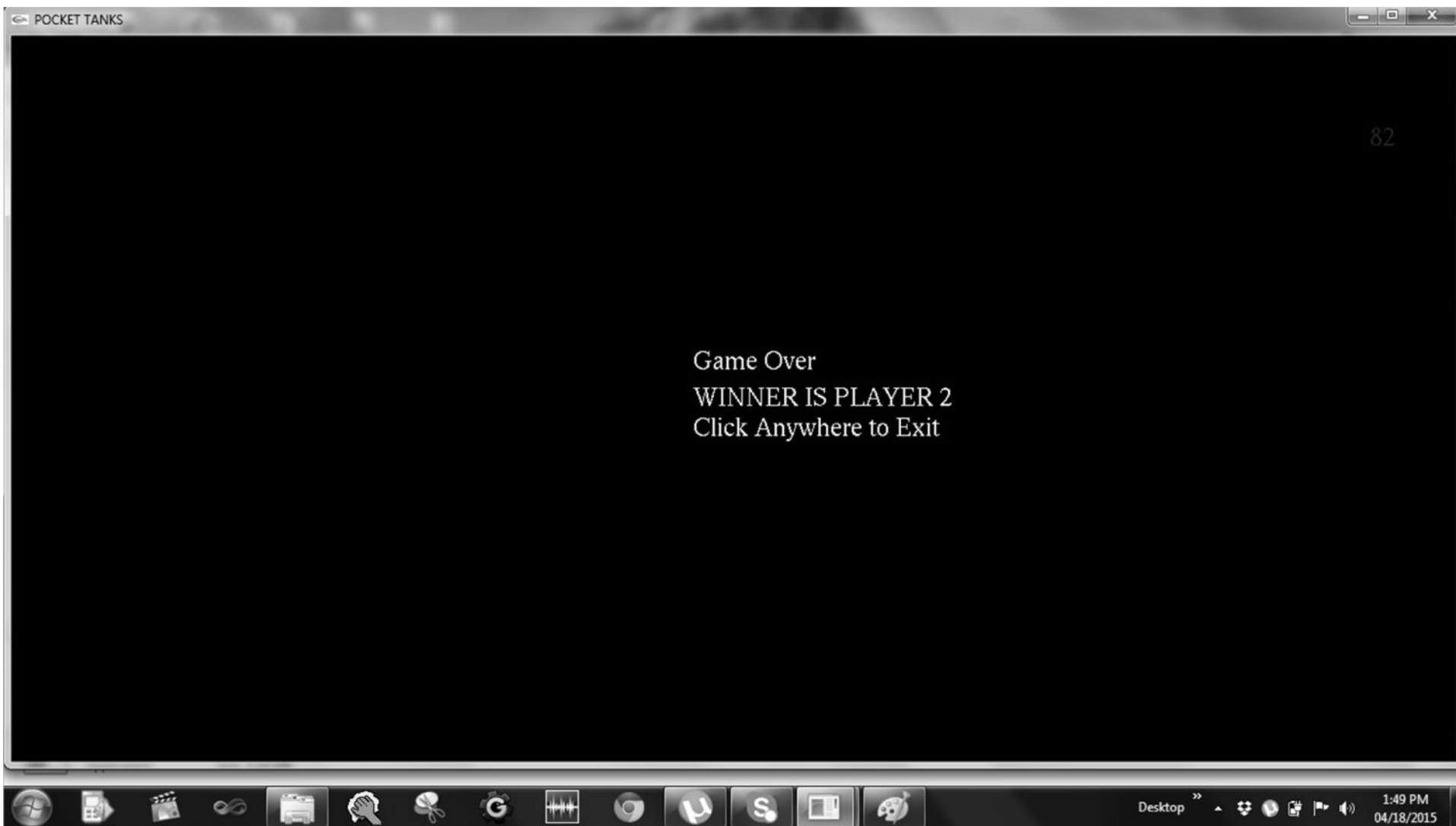
W/S:-angle increase/decrease(0-180)

J/L:-tank movement(j=left,l=right)

D/A:-power increase/decrease(0-100)







Challenges

- Stopping the projectile of the shot fired once it touches the terrain and storing the end points of the projectile. We solved this using mathematical logic.
- Designing the randomized terrain in OpenGL. We solved this issue by searching how to randomize a number. We then constructed it by dividing the terrain into 20 trapeziums and by randomizing their heights.

Future Work

1. We want to distort the terrain where the shot touches it whenever the shot misses the opposing tank.
2. Displaying the score and the toggle for power and angle on the OpenGL window rather than the console.
3. Making the code bug free.