Tanks-Iterative Enhancement Plan (IEP)

Person 1

1. Use constructor (__init__) method to set parameters
2. A tank appears at a chosen position on the screen when the draw() method is first called
3. The tank moves 5 pixels up/down/left/right when one of the arrow keys are pressed
    a. The tank does not move past the screen edges and the obstacles
4. When the space bar is pressed, the tank fires a bullet horizontally from the
5. If the arrow keys are pressed, tank 1 moves. If the WASD are pressed, tank 2 moves
6. If a tank is hit by a bullet, it explodes (Work with person 2)
7. If tank hits obstacle or another tank, it cannot move in that direction

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Person 2

1. The bullet and bullets classes have instance variables and method stubs as described by the UML.
2. A test bullet is drawn on the screen (as a horizontal line) at a random point.
3. The test bullet moves horizontal at its speed.
4. The bullet is launched at an angle determined by the direction of the tank. (Work with Person 1) (Work with Person 1)
    a. Bullets appear at the location of the tank's shooter
    b. Bullets shoot out of the left/right if the tank is oriented horizontally, same vertically
    c. If tank is shooting towards one of its 4 corners, the bullet is constructed at that corner and has both an x and y component of speed
5. If bullets collide with an obstacle, remove the bullet (Work with Person 3)
6. Anticipated: If bullets collide with an obstacle, the bullets will bounce if they have bounced less than twice. Otherwise, they will disappear.

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Person 3

0. A blank screen appears. The code just include Controller, Game, Main, View.
1. A blank screen appears. Construct the background, captions, and adjust screen size if needed. Constructing new file with the class of Obstacle
2. As usual, set up the construct method __init__ and constructs instance variables and parameters.
3. Draw obstacle from the image you can get it anywhere and put it in media file with appropriate width and height. Then set the position for the obstacle with x and y but not at the side of the field (should near the middle of the field)
4. Constructing a new class called Obstacles that will generate more obstacles-> about 4-6 obstacles will be generated.
5. Work with Person 2 to deal with the bouncing part when the bullets encounter the obstacles. The bullet will be bounced at an angle 90 degrees.