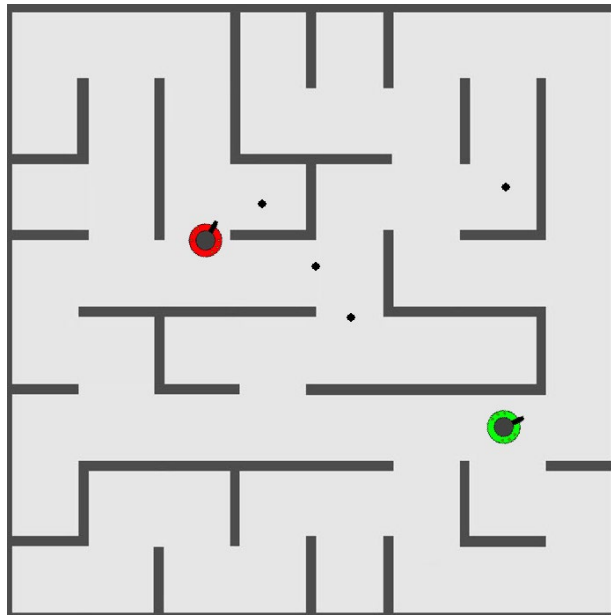


## Super Hype Tanks by Sid and Declan



This 2v2 game is similar to many top view style tank games. Each new game a randomly generated map is rendered, and the players use to sets of four directional controls and a shoot button. The goal is to destroy the other player using bullets and clever use of the placed powerup icons randomly placed in the map.

### Essentials

- Tank-like movement (turning and forward-backward movement based on where tank is facing)
- When bullets collide, they disappear
- Bullets that can be shot from the tanks (circular bullets)
- Health bars for both players (3 hits and they are destroyed)
- Collision mechanics for walls and screen bounds.

### Anticipated

- Randomly Generated Maze Maps
- Powerups:
  1. Bouncy Bullets: Bullets bounce off maze walls a certain number of times before disappearing.
  2. Big Bullets: Double Damage Bullets that are shot at half the rate and move at half the speed but are x amount of times bigger in diameter.
  3. Ramming Mode: 1.25 times faster movement speed, no bullets, more health, chase the other player, lasts for a certain amount of time.
  4. Rear Shield: Gives player a rear/sides facing shield. Blocks a certain number of bullets before disappearing.