

Super Hype Tanks Iterative Enhancement Plan

Stage:

1. Tank sprites can appear on screen and have basic movement without rotation.
2. Tanks can rotate and move based on the direction they're facing.
3. Tanks collide with boundaries screen boundaries and cannot leave the screen.
4. Tanks can shoot bullets based on the direction they're facing.
5. Bullets disappear after leaving screen bounds.
6. Create a first draft tank map.
7. Randomly generated tank map with margins around the border.
8. Tank collisions with walls and bullets
9. Tank health and health bar implementation.
10. Tank title screen with instructions, and game restarts after a loss.
11. Tank powerup spawn grid and collision detection with powerup
12. Big bullet powerup implementation
13. Shield powerup implementation
14. Ramming mode implementation
15. Bouncy Bullets Implementation