**COMPUTER GRAPHICS PROJECT ABSTRACT**

**TOPIC** : BATLE TANKS GAME

**Project Members** : SHUBHI JAIN 111338 AMY MEHNDIRATTA 111240 BATCH-J2

INTRODUCTION:

An "action" game between two tanks. Once connected to a server, you can control your tank by using Up & Down Arrow to aim, Left & Right Arrow to rotate the camera, and spacebar to shoot.

ALGORITHM:

* Based on simple keyboard and mouse events.
* Objects Generation:
  + - Bricks are generated .
    - Bullet is designed and a tiled background is given.
    - Tanks are created and their turrents are rotated on mouse clicks.
    - Turrent’s rotation angles and position are specified.
    - Keyboard and events for user interaction.

THEORY:

This project was created, which handles vertex, normal, and texture buffers, as well as drawing and performing matrix rotations and All sets of geometry will be seen in Tank.

USER INTERACTION:

Users can interact with the maze as follows:

* Left Mouse: used for moving the turrent.
* On any touch end: tank moves
* On touching tank: spawn bullet
* Space bar: destroy

POSSIBLE ENHANCEMENTS:

* Explosion is visible when two tanks hit.
* Optimum path calculated for each tank on clicking left button of mouse.