**Tank driver**

**Intro**

Player(tank) should be survived from carpet bombing

Side View game

**Mocks-up**

Play!

How to play?

t

Text

Score >= 60

You are survived!

Score < 60

You are captured!

How to play?

Play!

Score:

Story  
Text

Requirement Features

**Title screen (3)**

* 2 buttons
  1. Play (1)
     + Goto story screen
  2. How to play
     + Goto howToPlay screen

**HowToPlay screen (4)**

* Text or image(3)
  + It will show an instruction for playing game

**Story screen (4)**

* Text (3)
  + It will show a short story of this game
* Get input of any key (1)
  + If player press any key, goto game screen

**Game screen (1)**

* Sprites (1)
  + Playable character: tank
  + Bombs
* Score: (3)
  + Time that passed since start
* End (2)
  + If tank is exploded by bomb, goto result screen

**Result screen (2)**

* Text
  + Case: score >= 60
    - shows “you are survived”
  + Case: score < 60
    - shows “you are captured”
* Get input of any key
  + Goto title screen

**Required resources**

**Images file (order by priority)**

1. Tank (playable sprite)
2. Bomb
3. Explosion
4. Background

**Import class**

* Arcade
* Random
* Time