Tank Wars

Bugs, and Potential Features

Contained Within:

Bugs

Potential Features

Bugs

The following outline documents the current bugs and brief descriptions:

1. Code is messy.
   1. Need time to look at the code.
   2. Game.java is big.
   3. Methods could be separated into other classes.
2. Power on Restart
   1. When the game is restarted the power is set to 0 instead of the default.
3. Unable to shoot
   1. Sometimes after a player is shot, the player won’t be able to shoot again unless the game is exited.
4. Screen Flashes when going to a new screen-manager.
5. Game crashes if terrain is reset a large number of times.

Potential Features

The following is a list of potential features to be considered in the future and brief descriptions:

1. High Scores
   1. A scoring system to keep track of the best times, shots, etc.
2. Return to Main Menu From Within Game
   1. Allow users to exit the game and return to the main menu.
3. Hard Mode
   1. In this mode there can be planes or other floating objects in the sky that move horizontally across the screen.
   2. The player will have to time his shot so that it gets through the sky and might hit the opposing player.
   3. Instead of multiple horizontal floating objects, there could be one single vertical line of objects (missiles) floating up in the middle of the map that might collide with the bullet (horizontal would be preferred since it would take some skill to hit with special weapons then).
   4. Default music for this map should be different (“Twice as Hard” by the Black Crowes).
4. Pre-Game Lobby
   1. Allow the players to enter their names.
   2. Choose specific weapons.
   3. Choose different type of tank (some may start with more fuel, more health, better weapons; some start with less)
   4. Choose Regular or Hard Mode.
5. Distinguishable Tanks
   1. Larger and more distinct tank appearance for each player.
6. Help Screen appearance
   1. Needs a background.
7. New Weapons
   1. Add new weapons, not as easy as it sounds.
8. Networking
   1. Gameplay with opponents over a network.
9. Add your names to the Credits