

## CS 447/547: Game Design Project 2

### Readme



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## Abstract

*Iron Legends* is a top-down arcade-style tank combat game. The goal is simple: total domination! Players will strap themselves into the cockpit of a tank and blast, smash, and detonate anyone and everyone who dares to stand in their way. With two different modes of gameplay—single-player and networked multiplayer—combatants can pit their wits and their bravery against legions of computer-controlled tanks or test their mettle against friend and foe alike. Let the mayhem begin!

## 1 Project Implementation Status

### 1.1 Low Bar

### 1.2 High Bar

### 1.3 Additional Features implemented

## 2 Technical Showpieces

### 2.1 Multiplayer via Networking

### 2.2 Artificial Intelligence

### 2.3 Dual Mode: Single/Multi Player

## 3 Cheat Codes

There are following cheat codes left intentional in the game for reviewer. Press the key described in Key column below to achieve the effect.

Key	Description
0	God Mode - Player tank is indestructible
1	Execute power - shield
2	Execute power - upgrade
3	Execute power - double cannon
9	Kill your tank

Table 1: *Iron Legends*: Cheat Codes

## 4 License

*Iron Legends* source code is freely distributable under the terms of the MIT license<sup>1</sup>. Please see included LICENSE file for terms of use for the game and additional attribution.

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<sup>1</sup><http://www.opensource.org/licenses/mit-license.php>