What is it?

Tank Battle is programming game, strongly inspired by [Robocode](http://robocode.sourceforge.net/), where the goal is to develop a battle tank that battles other robots using Unity and C#. Together with two other developers ([Tom K.](https://tomkattouw.jimdo.com/) & [Justin G.](http://bariladan.portfoliobox.net/)) I have worked on this to challenge our fellow Game Design Students in who could write the most effective tank behaviour.

Even though the event has been finished, we are planning on further developing this project to differ more from already existing similar projects, fix small issues and improve the overall experience of the game.

What did I do?

In this project, I have taken charge of the functionality of various competition modes and the design of the project.

[Click here for the sourcecode highlights!](https://github.com/willem88836/Portfolio_Willem_Meijer/tree/master/Tank_Battle)