My term project is a 1-person tank battle game based on Pygame. Player controls the tank to destroy all enemy turrets and collect information on the battlefield.

So in the big picture, I need following objects: player tank, player turret, enemy turret, player shell, enemy shell. To make the game feel real, I added some attributes to these objects, such as acceleration, turret turning speed (turret needs time to turn, that is, it cannot point immediately at where the target is), varying damage by shell (because the damage of shells depends on where targets are hit), etc. Also to add more fun, I created other objects, like house, rock, river, landmine, and information, with which player can interact. Additionally, I created a minimap, through which players can see the smaller version of the whole map.

There are some features I mentioned in my term project proposal, but I have not realized yet: bounce-off effect of shells and scope view. I may explore and add them to later versions of my game in my spare time.