**Suggestions from User Study-a-thon**

1. I should not use pixel perfect detection for my tank, because this will not only make the game slow, but also cause the unnecessary complexity of my code;

2. I should make some enemy that can move (AI with higher intelligence), but I did not make this real due to the time constraint;

3. I need to make more features to make this game more fun (so I added landmines for player to avoid, and battle field information for player to collect).