

Grading Guidelines:

You will be graded on how well your game works, how well it is designed and how clearly the code is written.

Be creative, have fun.

Specifically:

/30 Movement of tank with key sequence controls

30 if moves properly, using two tanks

20 if moves up and down, forward and back

10 if moves forward and back (given forward already)

0 if only moves forward (that was given)

/30 Tanks stop when they hit barriers

30 if they stop on barriers

20 if they stop on some barriers

10 if they react in some way to barriers

0 if they do not react at all

/20 Shoot

20 if they shoot in the right direction and bounce properly

10 if they shoot, but not in the right direction

0 if they do not shoot at all

/20 Any extensions/variations such as dying tanks, etc.

tanks colliding, tanks killing and avoiding dead ones,
non-infinite supply of shells, 3D elements