Tanker

I propose to make a simple game for computers. More specifically what I propose is to make the base of a game and not a complete game. It will in other words be missing content but be prepared to be developed a lot further than I intend to do (due to time constraints).

The game I want to do is a simple 2D game with a top view where the player controls a tank. The tank can move both in X and Y directions but the edges of the sides will be blocked. You are supposed to travel up to continue the game. For further development you should be able to implement travel in both X and Y directions beyond the edges of the current viewport. The tank can fire projectiles and the basic game will support two different projectiles firing. One will fire with the left mouse button and the other with the right. The enemies will not be firing projectiles but the structure will allow the implementation of such a feature easily.

The goal of the game will, in the basic version, be to gain as much points as possible. You get points by destroying an enemy.

The reasons I wanted to develop such a game is mostly because I feel it's a good blend between creating a good basic structure of a game and simple game logic. I want to see what the challenges with handling multiple input will be while keeping the graphics simple.

Graphics:

The game will be quite simple when it comes to graphics. It will be a 2D game with a top view of sprites. The sprites handled will largely be up to the designer to choose but the game will be developed with the assumption that the player controls a tank. This tank will consist of two different sprites; a "base" sprite and a "turret" sprite. The base sprite is the basic outline of the player and will be the one calculated for collision detection etc. The turret sprite is a sprite on top of the base sprite that can rotate independently. In the basic game I will make the base sprite will be the square base of a tank and the turret a box with a pipe sticking out. There are other options than a tank with these graphics in mind. You could for ex have a helicopter as a player. The game will in all probability not have animations but will be fully prepared to handle animations via spritesheets.

Input:

The input for the game will be both the keyboard and the mouse. The player controls the movement of the tank with the keyboard and the rotation and projectile fire with the mouse. The turret will always be facing the mouse pointer and all projectiles will be fired towards the mouse pointer. Although it will not be implemented it will be quite easy to add input for Xbox360 controllers.