

T.E.A.M.

(Team Everything And More)

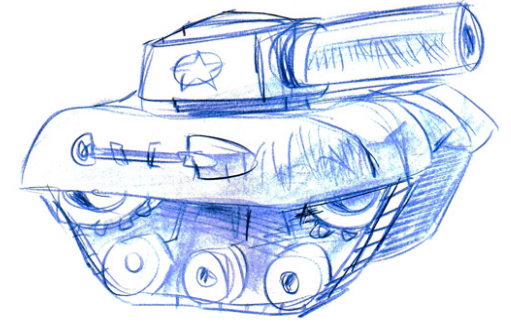
CS 426

Stewart VanBuren

Daniel Greenberg

Progress:

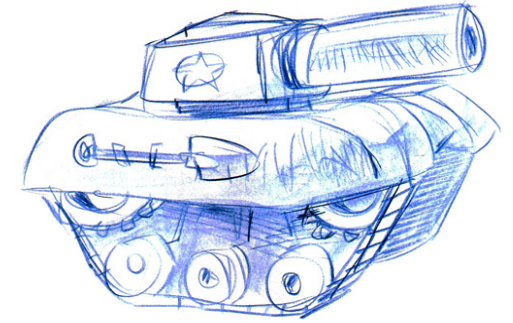
What's Been Done Recently?



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- Instantiation of tanks / network model version 2
 - Remedies null pointer camera issue
- Refactoring/debug
 - No more class names with spaces
- Unity group rollback to 3.42f3
 - Some development in 3.5 was breaking the project
- 3DS models
 - Three block types
 - Mortar tank prototype
 - Cannon tank prototype
- Splash screens

Horizon: *What's Next To Do?*



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- Integrate new block models in gameplay
 - Bricks
 - Steel
 - etc.
- Make tanks destructible
- Rewrite garbage collection for stray shots outside field of play
- Begin UI integration
 - Health/energy during fights
 - Game mode menus
 - Player customization (tank, commander, color)

Please download:
g2the3rd.com/TankTest.zip

And unzip it to the desktop.

Run and click ok:
Wait for the server IP Address: