# Key features

* Terrain and obstacles:
* Brick walls: it can be destroyed by having tanks (either home tank or enemy tanks) shoot at them.
* Steel walls: it cannot be destroyed by anything.
* Pools of water: it cannot be crossed by tanks and cannot be destroyed. Bullets can go through it.
* There are four types of enemy tanks:
* Normal grey tank: no super powers
* Red tank: once it is shot, a bonus will come up
* Fast tank: tank with faster speed
* Big tank: it dies by being shot for three times. For the first time and second time it gets shot, it will change colours.
* Power-ups (or bonuses) will appear in a period of time once a red enemy tank is shot
* Tank symbol gives an extra life.
* Star symbol make tank transform to super shape and shot and move faster. Now when hone tank is shot, it will transform to basic, original shape rather than lose life directly.
* Bomb symbol destroys all visible enemy tanks.
* Shovel symbol change the brick wall to steel walls around the base.

# Usage instructions

* Run the program, a welcome page appears. Press the key 1 or 2 or 3 on the keypad to choose a level to start. Or press SPACE to start from the first level.
* When playing game in main state, press SPACE to pause.
* When in pausing state, press SPACE to continue game.
* When finishes a level or ends a game, press SPACE to start next level or restart.
* When playing game:
* Press the key A: move left.
* Press the key D: move right.
* Press the key W: move up.
* Press the key S: move down.
* Press the key J: fire.
* Press ESC to exit the game.
* For the score:
* Shooting a normal tank  gets 10 marks.
* Shooting a fast tank  gets 15 marks.
* Shooting a big tank  gets 20 marks.
* If the enemy tanks are destroyed by bombing, then no marks is given.