



Created for: ICT311 at Murdoch University

With: Theron Miles and Matthew Strickland

Time: Four Weeks

Platform: OpenGL, written in C++

Roles: Game, Level and Sound Design, Modeling and Texturing, Backup Programming

Generic Tank Wars puts the player back in a simpler time when men were men, tanks were men, and you couldn't even drive two metres without something exploding in your face. Taking control of a generic cartoon tank, players aim to destroy the evil red tanks, who doubtless committed some generic offence in what can best be described as a mysterious past.

Generic Tank Wars features an integrated NovodeX physics engine, networked multiplayer for 1-4 players over a LAN, Lua-scripted AI, and full support for MD2 animations.

Generic Tank Wars was our first attempt at using a commercial physics engine. Needless to say the integration of this took up the majority of the development time, and due to the horrible level of support for users of the educational version, many physics-based bugs remained in the game when we handed it in. It also implemented the RakNet API for LAN-play. I am really proud of what we accomplished with Generic Tank Wars.

More information and links at <http://portfolio.timtekindustries.com/gtw.php>