

When the explosive drums of war have sounded for long enough, nothing is left but...

# Tank Wars!

## Specialized Hardware!

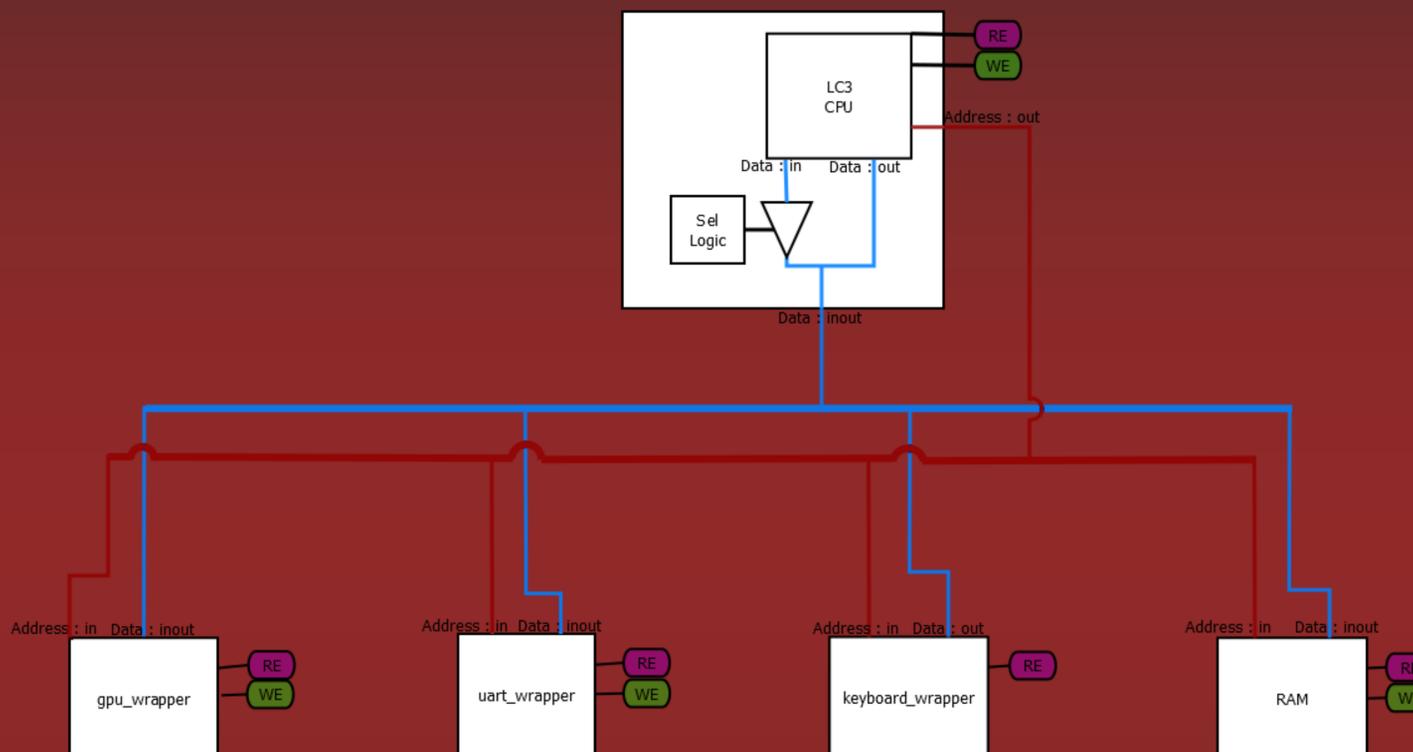
For high speed and precision in our projectile calculation, we have custom developed hardware that actually allows for higher precision than the processor!

$$x = v_0 \cdot t \cdot \cos(\theta)$$

$$y = v_0 \cdot t \cdot \sin(\theta) - \frac{(g \cdot t^2)}{2}$$

## Inspiration

Tank Wars! Was inspired by the 1991 classic Scorched Earth, a game with its name inspired by the military tactic of destroying anything that might prove useful to your opponent.

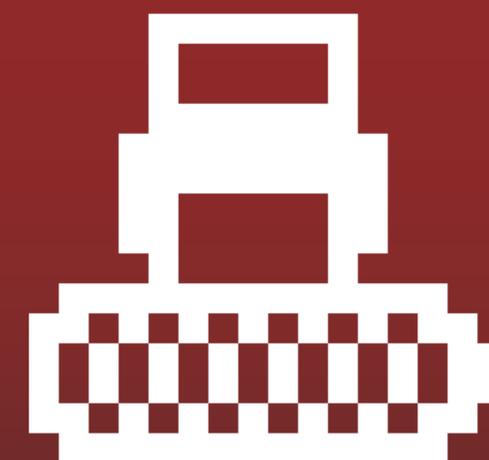


## The platform

The game is built on our own implementation of the LC3 platform, allowing for advanced hardware-control, in the form of designing digital circuitry. Even though the processor itself is a black box, we can control everything from graphics to various input devices, through a memory mapped scheme.

## Gameplay

Steel yourself, for epic head to head combat, against your foe or friend, as you must act as your bunkers targeting system, and estimate the required settings for your bombs to obliterate the enemy base.



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