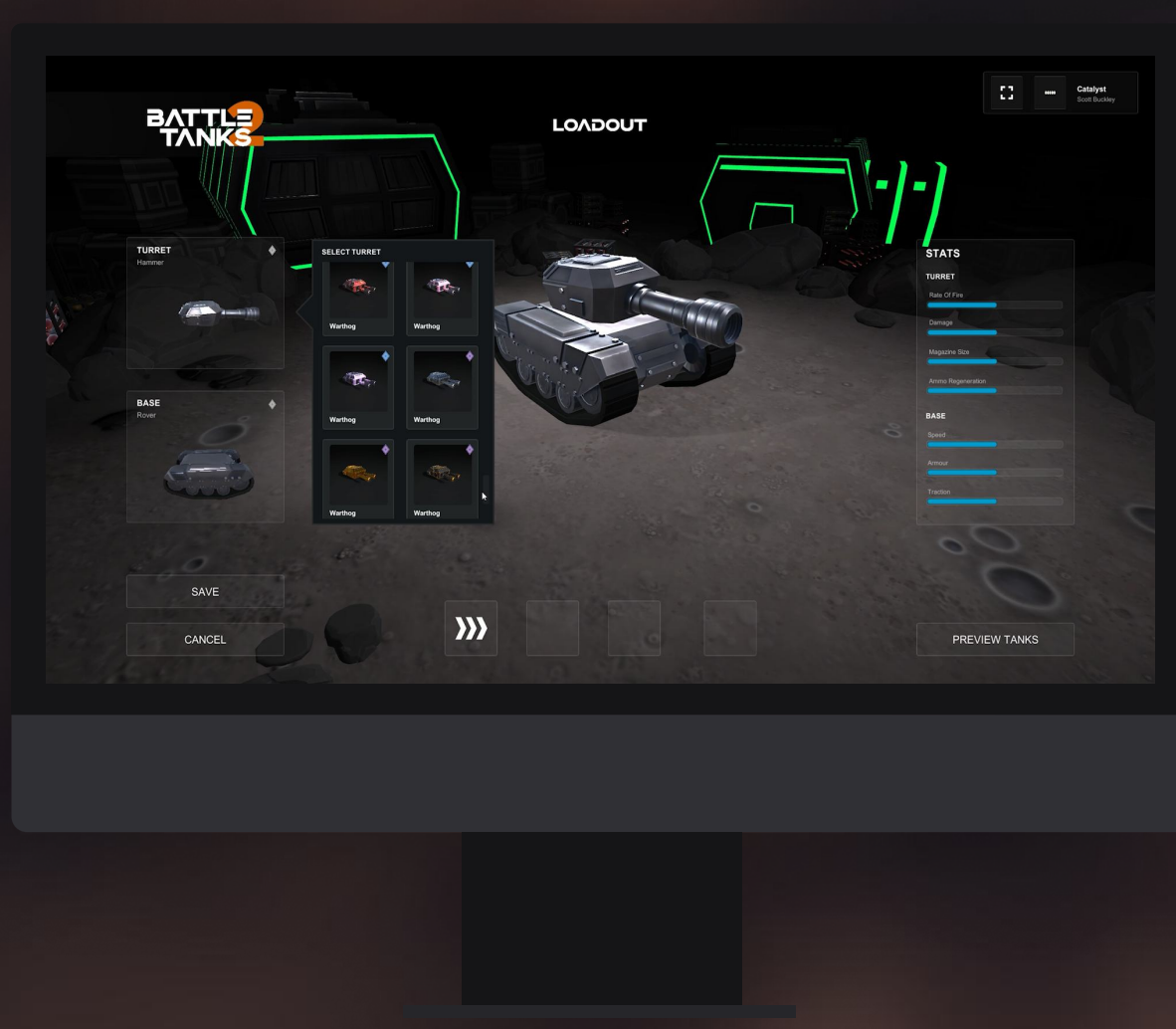


BATTLE TANKS 2

Menu system, tank customiser, smart contracts, and back-end infrastructure.

- ✓ Design
- ✓ Front-end
- ✓ Back-end



Challenge

Carbon was releasing a new game for their Carbon Play platform called Battle Tanks 2. They required an in-game menu system and tank customiser with back-end infrastructure to handle game data, player accounts, NFT minting and on-chain asset tracking and mapping to player accounts.

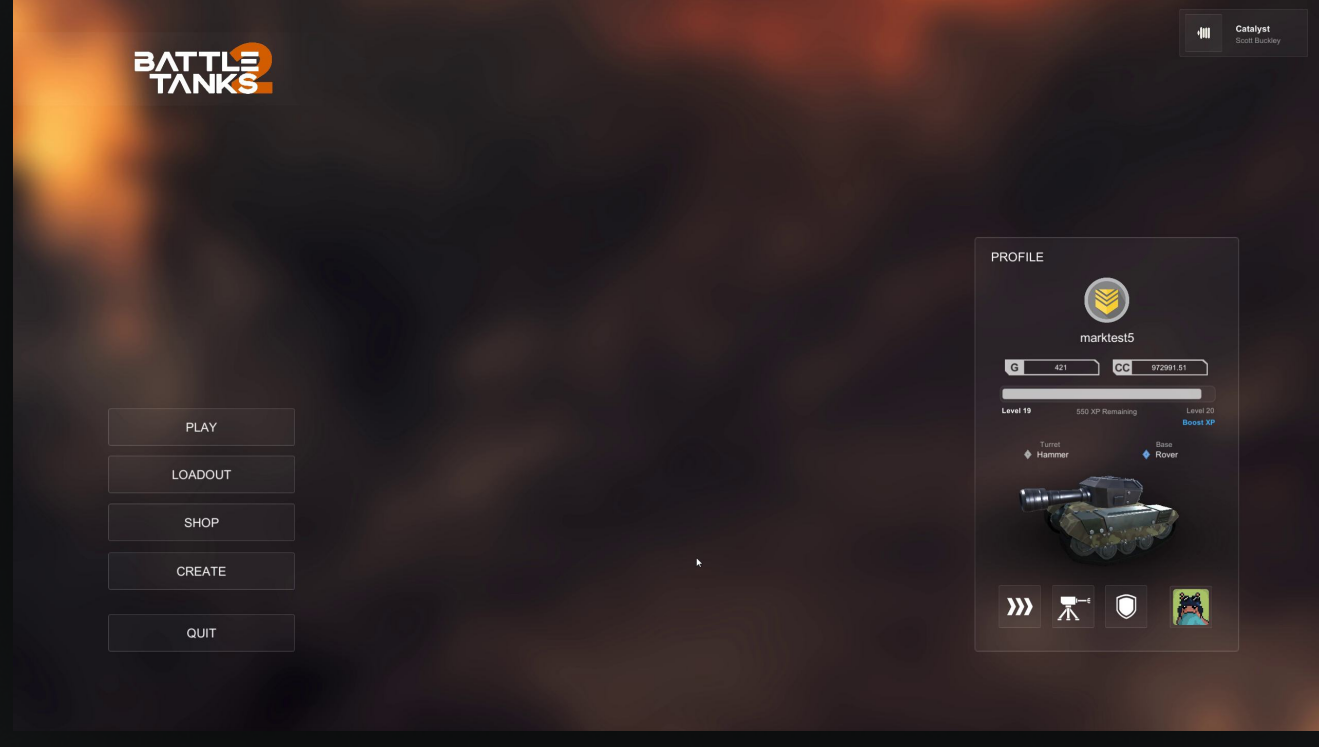
Goal

Develop a menu system and tank customiser with Unity and connect it to a back-end that handles all game data, player accounts, and NFT minting. Create, test, and deploy smart contracts for the back-end to interact with and listen for NFT transfer events to map them to a players wallet address stored on the back-end.

Tank Customiser

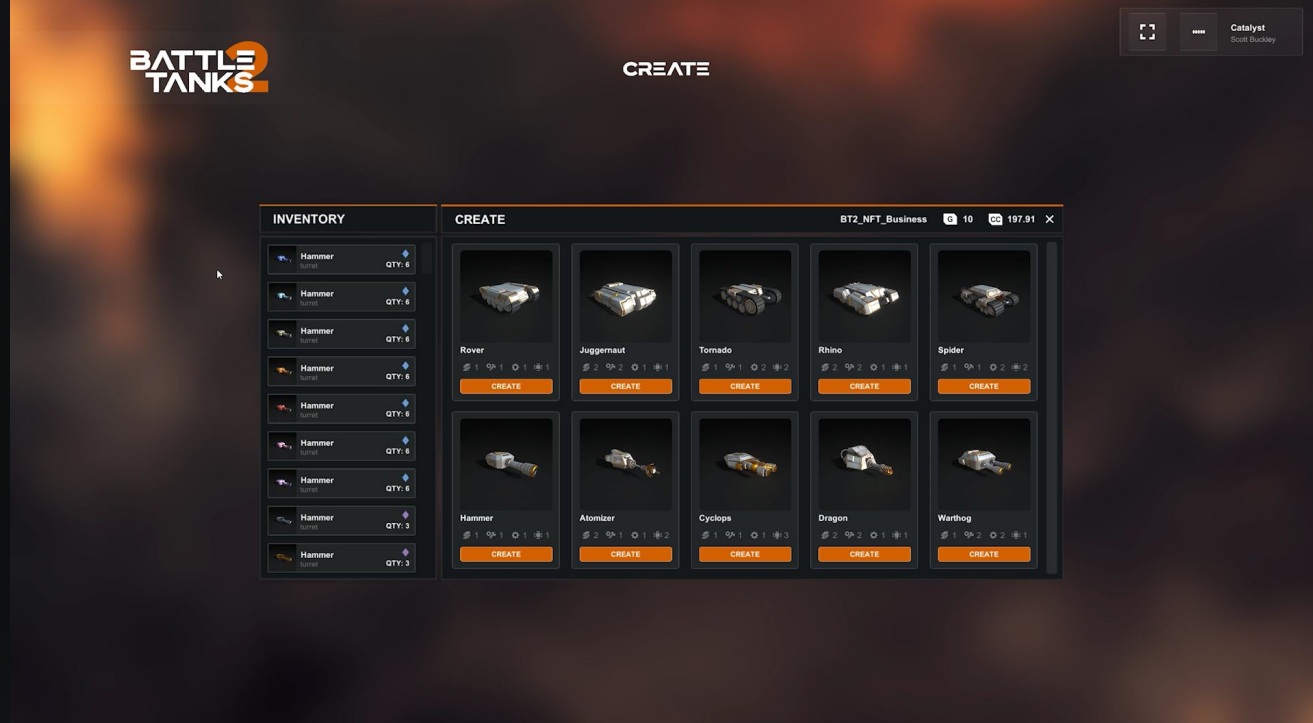


Menu system



Main menu with current loadout and XP level progress.

Menu system showing the tank turrets and bodies that can be minted.



Minting a new tank body showing all the parts players must collect before being able to mint.

Smart Contracts

```

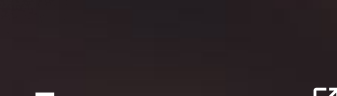
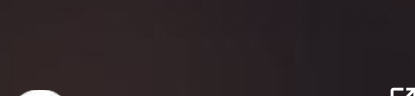
1 // ERC721
2 // Battle Tanks 2
3 // Battle Tanks 2
4 // Battle Tanks 2
5 // Battle Tanks 2
6 // Battle Tanks 2
7 // Battle Tanks 2
8 // Battle Tanks 2
9 // Battle Tanks 2
10 // Battle Tanks 2
11 // Battle Tanks 2
12 // OpenZeppelin: ReentrancyGuard
13 pragma solidity 0.8.7;
14 // File: @openzeppelin/contracts/utility/counters.sol
15 // OpenZeppelin Contracts v4.4.1 (utility/counters.sol)
16
17 // Battle Tanks 2
18
19 // ERC721
20 // ERC721
21 // ERC721
22 // ERC721
23 // ERC721
24 // ERC721
25 // ERC721
26 // ERC721
27 library Counters {
28     struct Counter {
29         // This variable should never be directly accessed by users of the library: interactions must be restricted to
30         // the library's function. As of Solidity v0.5.2, this cannot be enforced, though there is a proposal to add
31         // this restriction: see https://github.com/OpenZeppelin/solidity/issues/463
32         uint256 _value; // @dev
33     }

```

ERC721

NFT contract for Battle Tanks 2 deployed to Avalanche blockchain.

- ✓ Coded with Solidity
- ✓ Tested on testnet
- ✓ Deployed to Avalanche



Technology



Unity



Node.js



MongoDB



Digital Ocean



Blender

+ C# Solidity Javascript HTML & CSS

Conclusion

Battle Tanks 2 was launched to a very good reception and was maintained for as long as possible before being discontinued due to lack of users in the crypto space.

Reference

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Founder of Carbon

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