

B.U.B.O.L.O. User Guide

About the game

BUBOLO is a reimagining of the game Bolo created by Stuart Cheshire in 1987 for the BBC Micro computer. Its original intention was to demonstrate real time networking and the gameplay focused on human players interacting by forming alliances and strategies.

While the original Bolo has been ported to many contemporary platforms BUBOLO was built from the ground up to utilize modern networking and graphics technologies across many platforms. While the gameplay is loosely based on the original version there are some differences. To review the game play of this version please read the Playing the Game section of this document.

Getting Started

system requirements

Java version 7

Windows 7,8(windows XP untested) or Mac OS 10.7 or higher

Installing

Navigate to <https://github.com/BU-CS673/bubolo/releases>

Download latest release and follow installation instructions for that release

Creating a game

When running the game application is run click on the “Create Game” button. You will then be brought to the Game Lobby and are considered the game owner. The Game Lobby allows all members to chat and wait for other players to join the game. When the game owner decides enough players have joined he has the option to press start and a game countdown begins. After three seconds the map loads and gameplay can begin.

Joining a game

In order to join an existing BUBOLO game you must know the IP address of the user who has created the game. After installing and running the game application click on the “Join Game” button. You will then be brought to the Game Lobby. The Game Lobby allows all members to chat and wait for other players to join the game. When the game owner decides enough players have joined he has the option to press start and a game countdown begins. After three seconds the map loads and gameplay can begin.

Changing game settings

Sound FX Volume - Determines the volume level of cannon and explosion sounds

Music Volume - Determines the volume level of the background music during gameplay.

Screen Resolution - Determines the height and width of the game window in pixels.

playing the game


Game objectives







In BUBOLO each player begins by controlling a tank that has some ammo that can be fired and mines that can be laid. The map contains some bases and pillboxes that start as unowned by any player. Any unowned bases or pillboxes can be claimed by a tank by driving into it. Once claimed the pillbox or base is owned by that player until another player shoots it enough to bring its hitpoints down to 0 then it will become unowned again. If a players tank is brought down to 0 hitpoints it will respawn to a random location on the map. Each player has infinite respawns therefore the goal of the game is simply to control as much of the map as possible for as long as possible.




User controls

Action	Key pressed
Accelerate	Up arrow
Rotate right	Right arrow
Rotate left	Left arrow
Drop mine	CTRL
Fire cannon	Spacebar
Evict engineer	E, then mouse click to set destination on map

Object Descriptions

Sprite	Object Name	Description	Hitpoints	Max tank speed
	Tank	the tank is the main unit controlled by the user on the map	100	N/A

	Pillbox	Will fire bullets on the nearest tank that is not its owner.	100	N/A
	Base	Recharges hitpoints and bullets to its owner when that owner is in contact with the base	100	N/A
	Mine	Starts with a 5 second fuse when activated will explode on contact with any tank and deal damage to any tank in range.	1	N/A
	Engineer	Exits the tank and travels to a destination to gather resources.	1	N/A
	Wall	Blocks tanks and bullets from passing but can be destroyed	100	N/A
	Forest	Hides a tank if the tank is completely surrounded by forest. can be destroyed	1	1
	Road	Allows faster travel when tank stays on the road	N/A	1.25
	Grass	the basic ground tile	N/A	1

	Swamp	Slows tank travel	N/A	.75
	Shallow water	Slows tank travel even more	N/A	.4
	Deep water	Destroys tank when entered	N/A	N/A