# Game Rules

* General Administrative Details
* Two players
* Play on the same computer
* Introduction
* This is a game for two people playing in opposition
* Each player control one tank by buttons on the keyboard.
* The goal is to shoot the other tank by releasing bullets.

## Objects

|  |  |  |  |
| --- | --- | --- | --- |
| Objects | Quantity | Movable? | Operated by |
| Tank | 2 | Yes | Players |
| Bullet | infinite | Yes | Players |
| Fire Barrier | 4 | No | System |
| Ian’s hair | 3 | Yes | System |

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* How to play the game?
* Operation
* Player #One:
* Key
  + ‘**W**’------ *Move forward*
  + ‘**A**’ ------- *Turn counterclockwise*
  + ‘**S**’ ------- *Move backward*
  + ‘**D**’------- *Turn clockwise*
  + ‘**F**’------- *Fire*
* Player #Two:
* Key
  + ‘**L**’------ *Turn clockwise*
  + ‘**K**’ ------ *Move backward*
  + ‘**J**’ ------ *Turn counterclockwise*
  + ‘**I**’ ------ *Move forward*
  + ‘**;**’------ *Fire*
* What happen if two objects collide?

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Collide | Tank | Bullet | Fire Barrier | Ian’s hair |
| Tank | Game over  Both vanish  (tie) | Both vanish  (Game over, corresponding player loose) | Tank vanish  (Game over, corresponding player loose) | Tank vanish  (Game over, corresponding player loose) |
| Bullet | Both vanish  (Game over, corresponding player loose) | NA | Bullet vanish | Bullet vanish |
| Fire Barrier | Tank vanish  (Game over, corresponding player loose) | Bullet vanish | NA | Ian’s hair bounded back |
| Ian’s hair | Tank vanish  (Game over, corresponding player loose) | Bullet vanish | Ian’s hair bounded back | NA |

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**Fire:** “Bullet”, ”Tank” vanish when they hit the fire.

“Ian’s Hair ” bounds back when it hit the fire

**Ian’s Hair**：“Bullet”, ”Tank” vanish when they are hit.

**Bullet**: ”Tank” vanish when they are hit.

**Tank**: Two tanks both vanish when they hit each other, game tie.