Gameplay Instructions - DoTs - 2

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Use the joystick to move around the map.

Tap on:
        Enemies;
        Cities;
        Loot.
To interact with them!

If you tap on a city, you can trade by either:
        Buying a product from their shop;
        Selling a product from your inventory (tap on the inventory slot).

By tapping enemies, you can target them and shoot them by tapping:
        Cannonball button, which reduces their health;
        Chain shot button, which reduces their sails health, thus slowing them.

By killing an enemy, a loot box will appear, you can loot it by:
        Tapping it and tapping the loot button.

If you get near a resource, you can:
        Gather by tapping on the gather button.

If you get near your homebay, you can tap the dock button to go inside!

In the homebay, the idea is for you to create your own city, so tap around to find out more!

Inside the homebay there is also a customisation button, that is to customise your ship (make sure you have enabled the app to use your camera, it's an Augmented Reality experience!)
        Tap the piece you want to change and use the RGB sliders to change its colour.

IMPORTANT:
        In order to use the customisation feature, you must print the image titled "ArImageDoTs2" included in the project files. It should be printed in an A4 paper, (it does not cover the entire A4 page) with colour!
        Once you have it, simply point the camera on top of that image, and the boat should appear, if it doesn't please check the lighting or angle.