

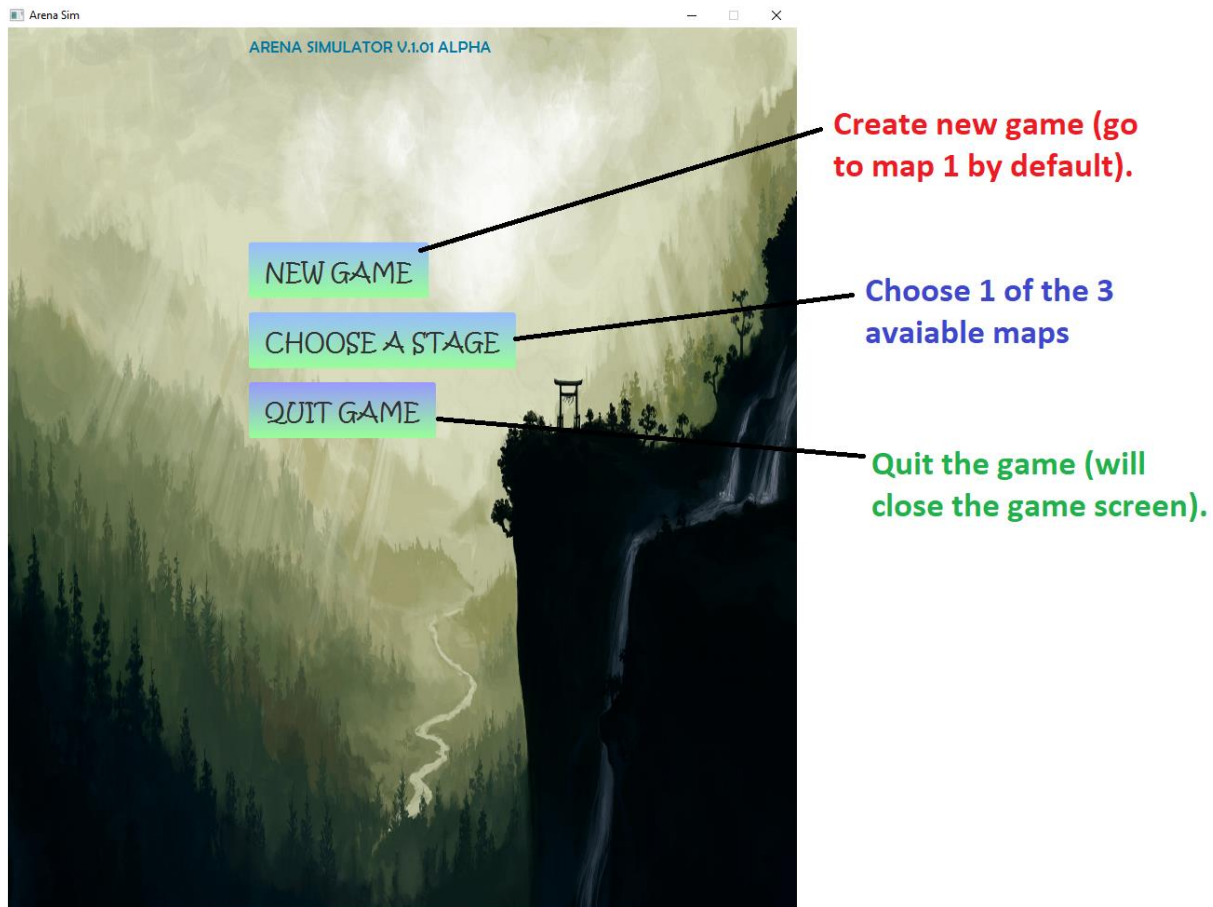
**Arena Simulator Instruction/User Manual**  
**CPSC 233**  
**Tutorial 01: Team 02**

**\*Brief description of the game:**

The game is similar to that of a board game like chess, where you have to beat all the opponent's units to win and use different "tactics" in order to be able to win. The user interacts with the game through the usage of the mouse by clicking.

**I. The main menu:**

The user will have 3 options to choose from when the game screen first appear:

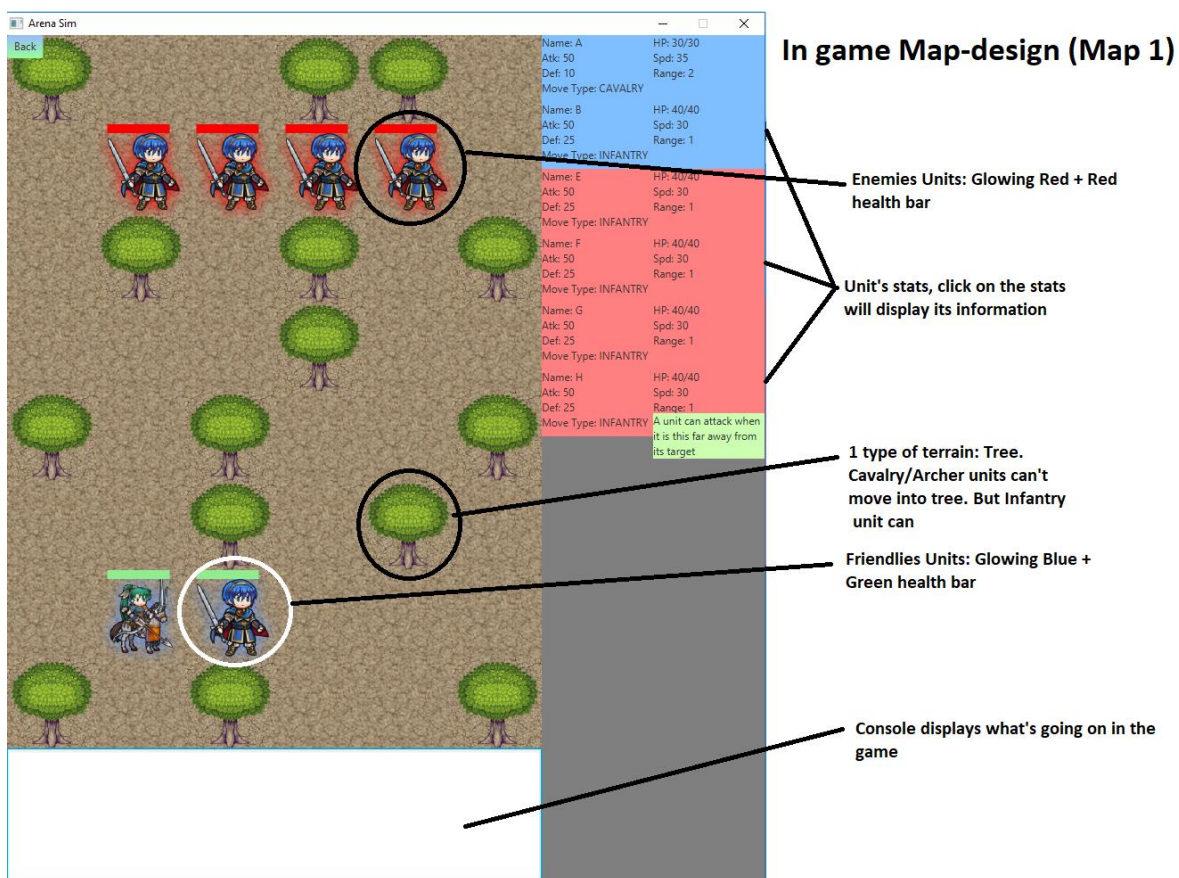


- a) Each of these options the user can interact with it using the left click on their mouse as stated before.

- b) When the user clicks on the “Choose a stage” Button, it will prompt up with 4 buttons, the first 3 buttons are Maps that the user can decide on what map they want to play on. While the last button is the “back” button to go back to the main screen, shown above.
- c) The Quit button terminates and exits the game.

## II. The Gameplay and Mechanic:

### 1. The Map Example:



### 2. Movements:

- a) Movement is indicated for the players based the mouse click on the unit that are given to the players.
- b) The movements of the unit are available once the user clicks on his units outlined in blue. The available attacking positions are colored red

- c) You can also click on the enemy units which are highlighted in a red outline to see what their attack range is.

### See next page for a Visual Representation



The screenshot shows a top-down view of a game arena. The arena is composed of red and blue tiles. There are several units on the field, some of which are highlighted with red outlines. A unit is currently selected, and its attack range is indicated by a red circle. The console on the right displays the statistics for the selected unit and the available moves.

Name	HP	Atk	Def	Spd	Range	Move Type
Name: A	HP: 30/30	Atk: 50	Def: 10	Spd: 35	Range: 2	CAVALRY
Name: B	HP: 40/40	Atk: 50	Def: 25	Spd: 30	Range: 1	INFANTRY
Name: E	HP: 40/40	Atk: 50	Def: 25	Spd: 30	Range: 1	INFANTRY
Name: F	HP: 40/40	Atk: 50	Def: 25	Spd: 30	Range: 1	INFANTRY
Name: G	HP: 40/40	Atk: 50	Def: 25	Spd: 30	Range: 1	INFANTRY
Name: H	HP: 40/40	Atk: 50	Def: 25	Spd: 30	Range: 1	INFANTRY

**-Left click on the unit to display its available moves.**  
**Left click on tiles outside the Red/Blue tiles to de-select it.**

**Red/Blue or tiles that not contains the enemies unit to hide it.**

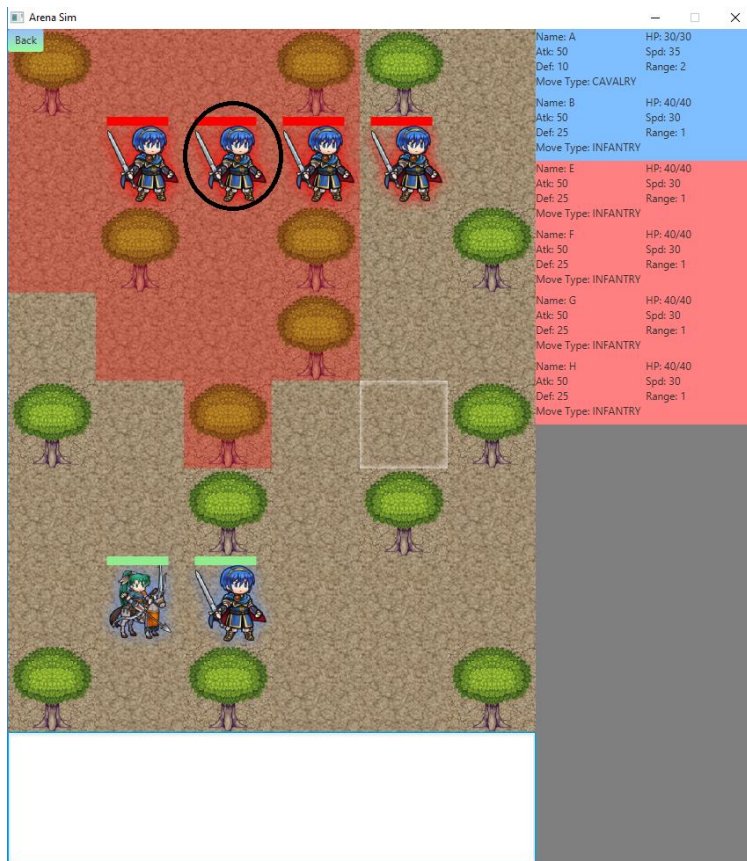
**+Tiles that are colored blue mark the available moments in which selected unit can move in**

**+Tiles that are colored red mark the available targets which selected unit can attack. If the player choose to "attack" the tiles with no enemies inside, the action is not valid, the unit will then stand still.**

**Each movements will be displayed in the console**

**Important Note:** In order to cancel your selected unit's movements, you can click anywhere besides on the blue tiles, and the unit that you had currently selected. As if you click on the same unit that you have selected already it will automatically end your turn for that unit.





-Left click on the enemies unit show its available moves, but everything will be colored in **Red**.

***#Tips: Always checking enemies range to have an advantage over them.***

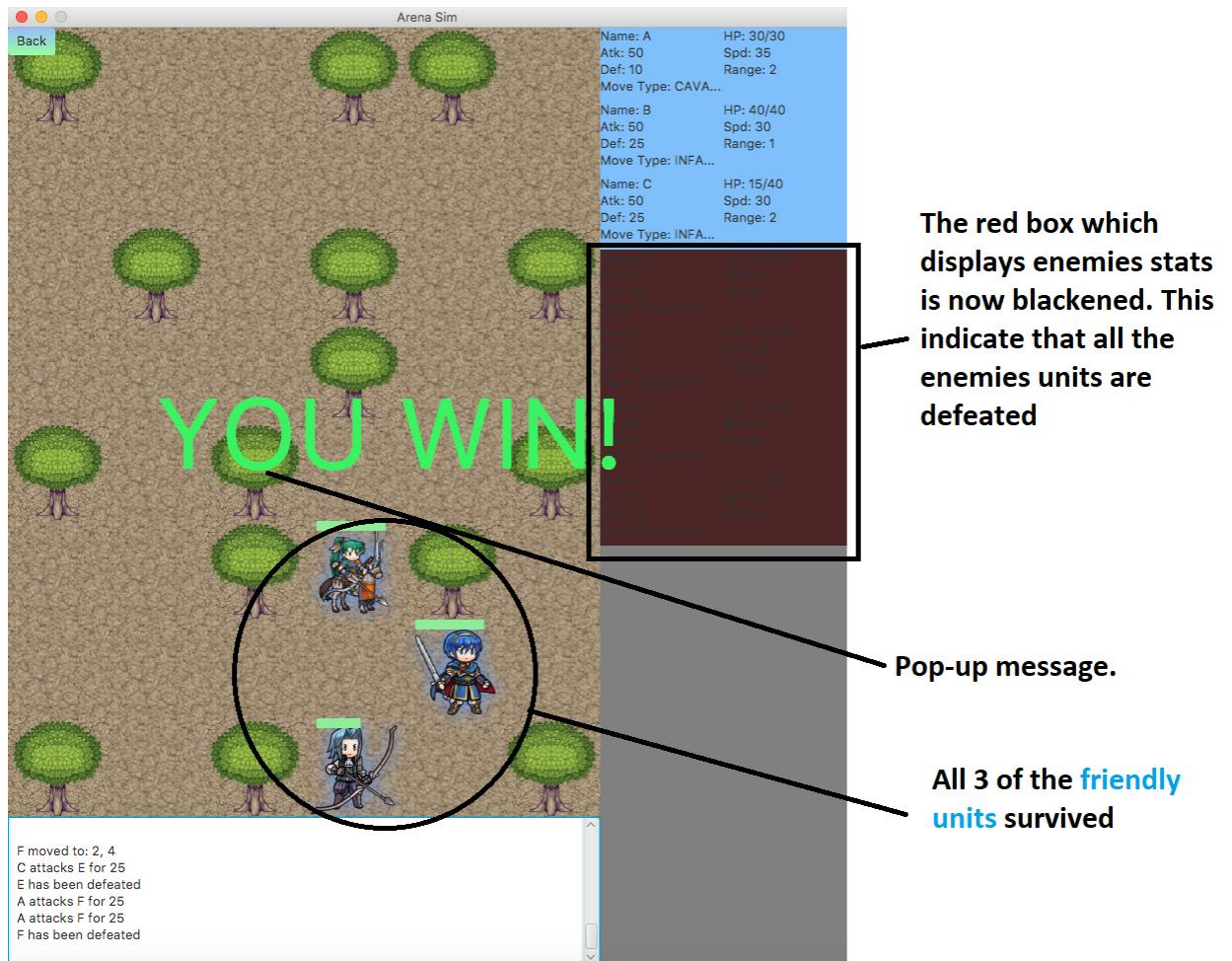


-Selecting 1 of the friendly and 1 of the enemies unit will show how these 2 units' movements collide.  
(Units that are circle Black are chosen in this case)

-User can select where they want to unit to go by selecting the **Blue** colored tiles with left-click, or **Red** colored tiles if that tile contains an enemy unit. The unit will automatically move to the **closest position**, and **attack** said enemy.

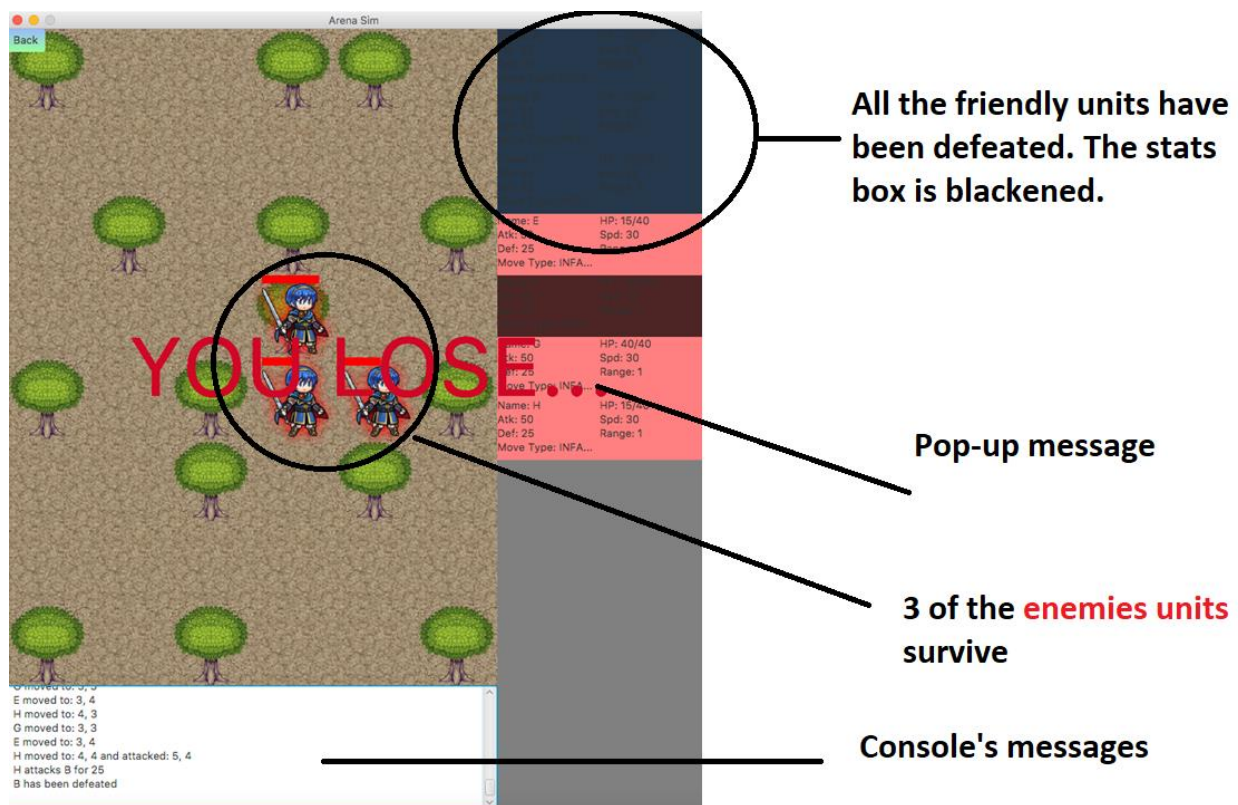
### 3. Game's objective:

The objective of this game is to kill all your enemy's units and protect the units given to you as a player from being killed by the units that the computer has, until there is no more enemy units on the map. You as a player will win this if you are able to kill all the enemy units, but make sure that not all your units get killed by the computer, otherwise you lose if the computer is able to kill all the units that were provided to you in the game.



As shown by the image above, since all the enemy units have been defeated, you automatically win the game.





Contradict to the winning case, when all of you units are dead (As seen in above image, the stats block is also blackened), a pop-up message will appear indicate that you have lost the game.

**Enjoy the game!**