

INSTRUCTIONS

Overview

This is a tactical tank game where players navigate levels, outsmart enemy tanks, and complete levels through careful planning and precise shooting.

PLEASE START FROM LEVEL 1 IF IN EDITOR

Objects on Screen

Object	Description	Behavior
Player Tank	Your controllable tank	Moves in 8 directions, aims with the barrel toward the mouse, fires bullets (1 at a time) that bounce off walls a limited number of times
Enemy Tanks	Hostile tanks of various types	Patrollers(RED) move in patterns and fire when player is in line of sight; Snipers(GREEN) stay still and attempt ricochet shots. Their bullets bounce more than normal
Bullets	Projectiles fired by player and enemies	Bounce off walls a limited number of times, disappear after bounces, damage tanks(except original shooter) on hit
Walls / Borders	Impassable obstacles	Block tank movement and bullet travel, allow bullets to ricochet

Player Controls

Action	Input
Move Up / Down / Left / Right	[Arrow keys / WASD]
Aim Barrel	Move Mouse

Action**Input**

Fire Bullet

[Left Mouse Button]

Game End Conditions**Winning the Game:**

- Reach the final level to win the game

Losing the Game:

- Getting hit allows you to retry the level. The only way to lose is to give up!