

## 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**

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### Objects on Screen

Object	Description	Behavior
<b>Player Tank</b>	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
<b>Enemy Tanks</b>	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
<b>Bullets</b>	Projectiles fired by player and enemies	Bounce off walls a limited number of times, disappear after bounces, damage tanks(except original shooter) on hit
<b>Walls / Borders</b>	Impassable obstacles	Block tank movement and bullet travel, allow bullets to ricochet

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### Player Controls

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

Aim Barrel                      Move Mouse

Action	Input
Fire Bullet	[Left Mouse Button]

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## **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!