

BulletZone UserGuide

1. The login screen will appear when the app is first opened. Start by logging in or creating an account to play with.
 - a. Fill in the username and password fields and press either “login” or “register”
 - b. If you chose “register” and got an error saying the username already exists, choose another username and try to register again, or use the password that corresponds with that username and select “login”. Newly created accounts will start with 1000 coins.
 - c. If you are logging in and entered the wrong password, retype your password and press the login button again
2. The game grid will be displayed on the left side of the screen, to turn the tank, use the arrow buttons on the bottom right of the screen. The tank can only move forwards and backwards, and turn one step (North → East turn is valid, North → South turn is invalid).
3. You can eject a soldier from a player tank (as long as there is an open square in the eight surrounding squares). They can also re-enter vehicles as they choose by moving into a square with the vehicle. They have the following restrictions:
 - a. They can only move once per second
 - b. They can turn as quickly as they want
 - c. Soldier's bullets only do 5 damage
 - d. Soldiers have only 25 armor
 - e. They can have as many bullets as 6 bullets
 - f. They can only fire once every 250 milliseconds
4. To fire a bullet, press the fire button on the right half of the screen, the bullet will fire in whatever direction your tank or soldier is facing. You can also shake the device to fire a bullet.
5. To move the tank or soldier, use the arrow buttons on the bottom right of the screen, the same buttons used for turning. There are four different terrains that have their corresponding effects.
 - a. The meadow terrain is the default terrain and doesn't have any effect on the tanks or soldiers
 - b. The rocky terrain will require soldiers to take an additional 50% time to enter. This terrain does not affect tanks.
 - c. The hilly terrain will require vehicles to take an additional 50% time to enter. This terrain has no effect on soldiers.
 - d. The forest terrain cannot be entered by tanks, but can be entered by soldiers with no penalty. Bullets do no damage to the forest terrain.
6. Items will appear on the screen, roll over them with the tank, or a soldier, to pick them up. One of each powerup is hardcoded onto the board for proof of existence. These powerups can still be picked up.
 - a. After rolling over a “Thingamajig”, the coin icon, the credits in your account's bank balance will be updated with a random number of credits. The new balance will also appear on screen.

- b. After rolling over an anti-gravity powerup, tanks, or soldiers, will move at double the speed, but will be penalized with an extra .1 seconds added to their firing time delay.
 - c. After rolling over a fusion reactor powerup, tanks, or soldiers, will be able to fire twice as many bullets twice as fast, but will be penalized with a 25% movement delay.
- 7. An entity's health, either soldier or tank, and bank balance are displayed on the screen.
 - a. The bank balance will increase when a count, Thingamajig, is picked up (as stated above).
 - b. The entity's health will decrease when it is hit.
- 8. There are also buttons on the game screen to quit the game, and switch to replay mode.
 - a. The quit button will open a dialog box to confirm you are quitting the game
 - b. The replay button will take you to "Replay View". The current state of the grid will be displayed and you can click play to replay the past game.
 - i. The slider at the top of the replay view allows you to speed up the play-by-play up to 4x its original speed.
 - ii. You can also pause the replay play-by-play, to play again, press the play button
 - iii. To leave the replay view and go back to the game view, you can press leave.