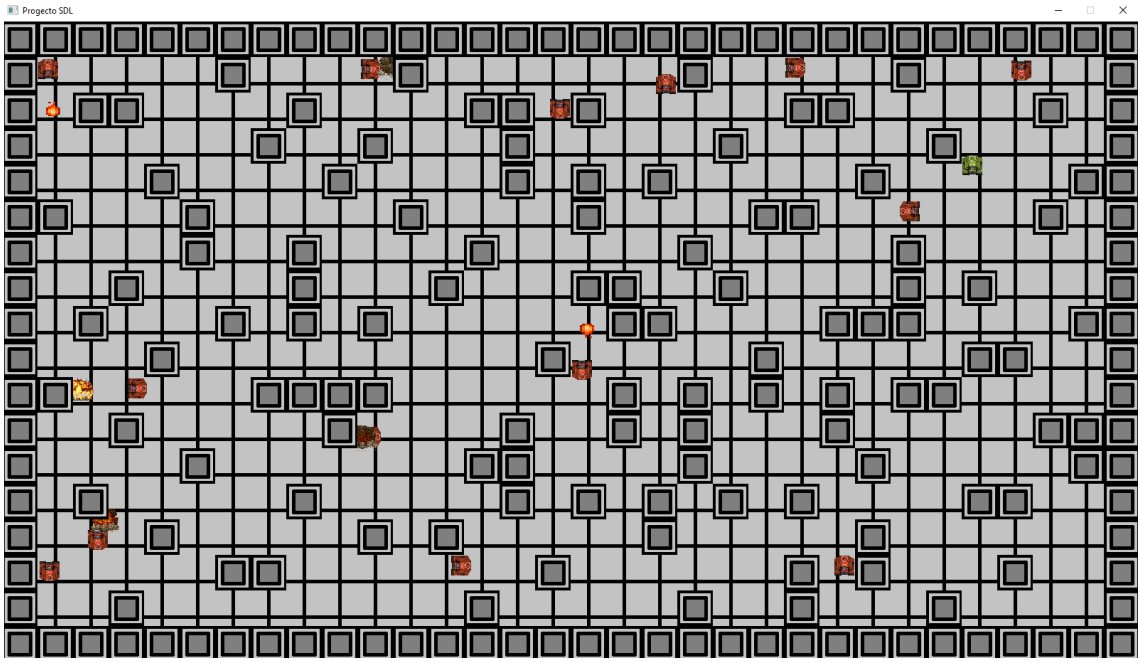
User Manual

Crazy Tank



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Installation and execution guide

1- The game is distributed in a compressed file format, so the user must previously have a program to decompress the file (WinRar, 7Zip).

2- The game file can be unzipped in a specific location, or moved to that location after unzipping, this will not affect the game, as long as the internal files do not undergo any type of modification.

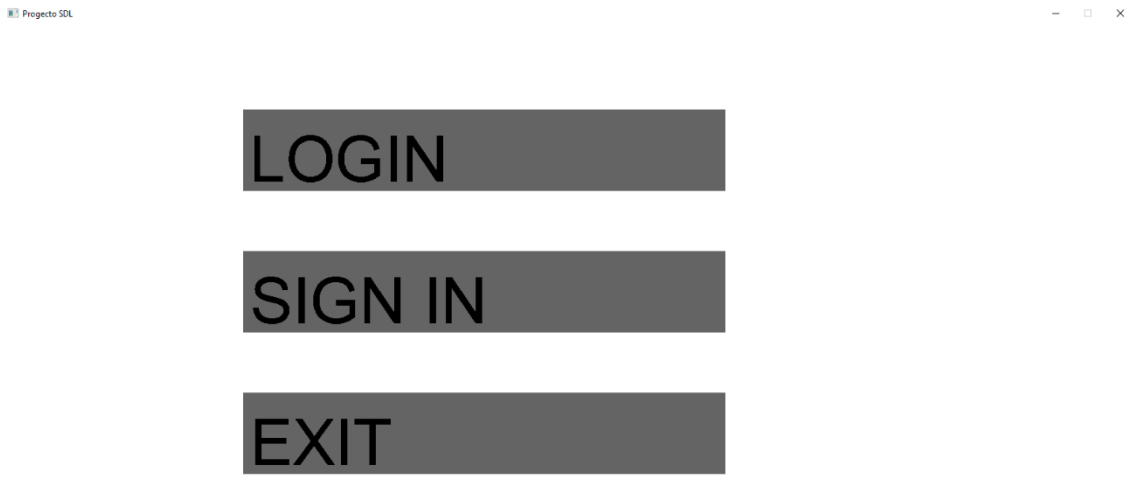
3- Once you have saved / stored the game where you want, to run it you must start the executable Game.exe (double click or select it and press ENTER).

4- Once the game has started, two windows will be displayed automatically, showing one above the other, the one shown above the other is the one with which the user will interact throughout the game. The other window should be ignored, since closing this one will close the game.

5- Enjoy playing Crazy Tank.

Controls

Main Menu



On this screen you can choose to log in, register or exit the application. The screen will not respond to any keyboard input except for the ESC key that closed the application, so the selection will be made through the mouse.

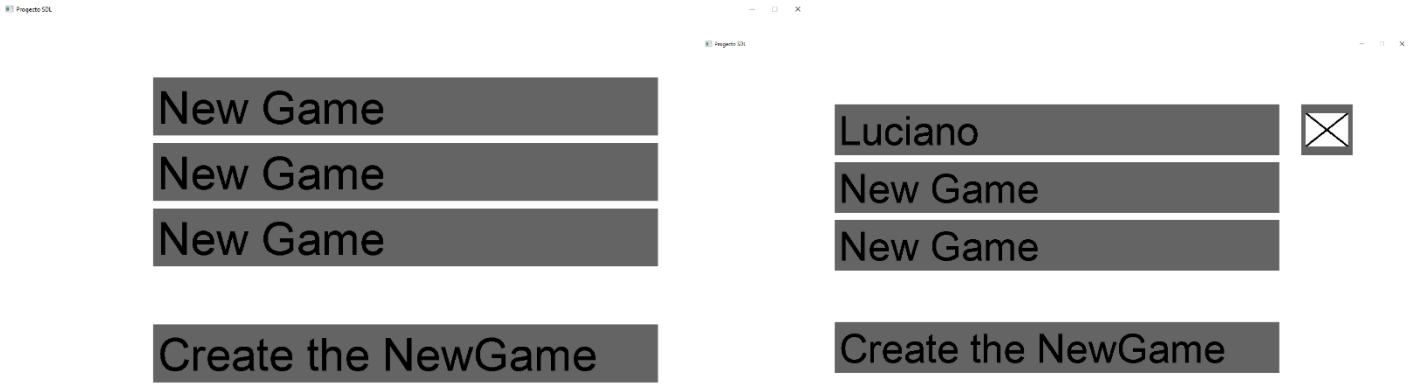
Login / Register

On this screen the user must enter their username (NickName) and password, in the respective boxes. And then press the Login / Register button.

In case one of the entered fields is not correct, the message will be displayed on the right side of the Login / Register button.

The ESC key can be pressed to return to the Main Menu

Load / Create / Delete Game

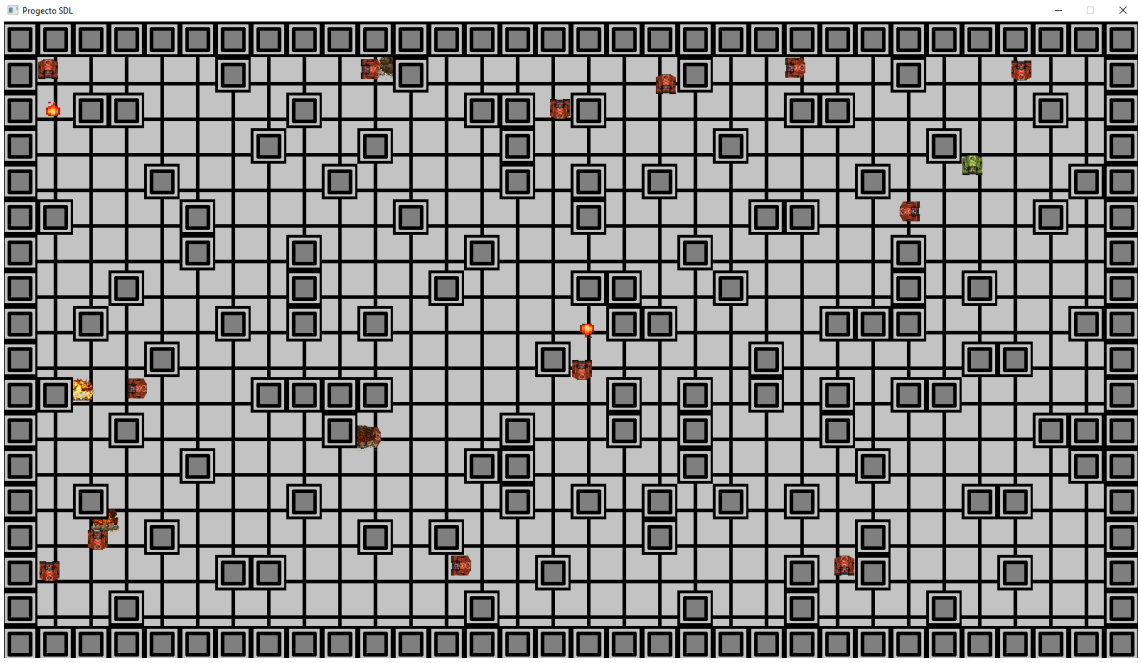


On this screen the user can load a game, if it exists, or create a new one, for which you must select a slot for games, give it a name and then press the Create the New Game button, if you write in multiple slots, The one above will have priority.

To delete a game, you must press the cross to the right of it.

The ESC key can be pressed to return to the Login screen.

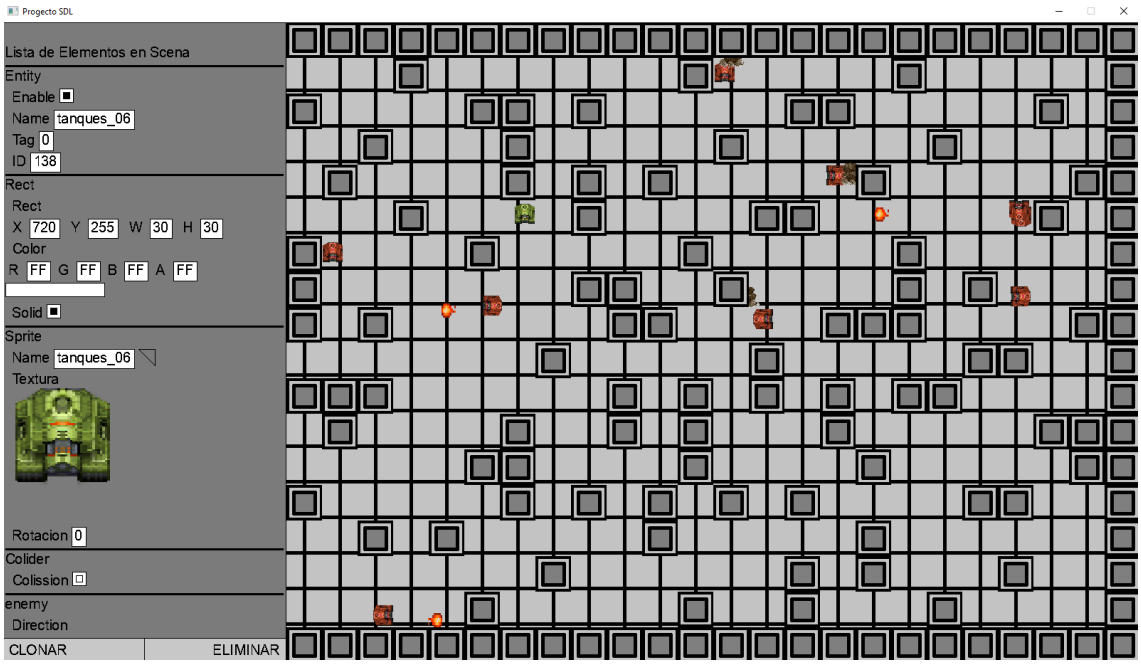
Game



Game screen, the player interacts with the game using the movement and fire keys mentioned above. The objective is to eliminate the enemy tanks (red), while preventing them from destroying you.

The ESC key accesses the pause screen.

Editor Mode



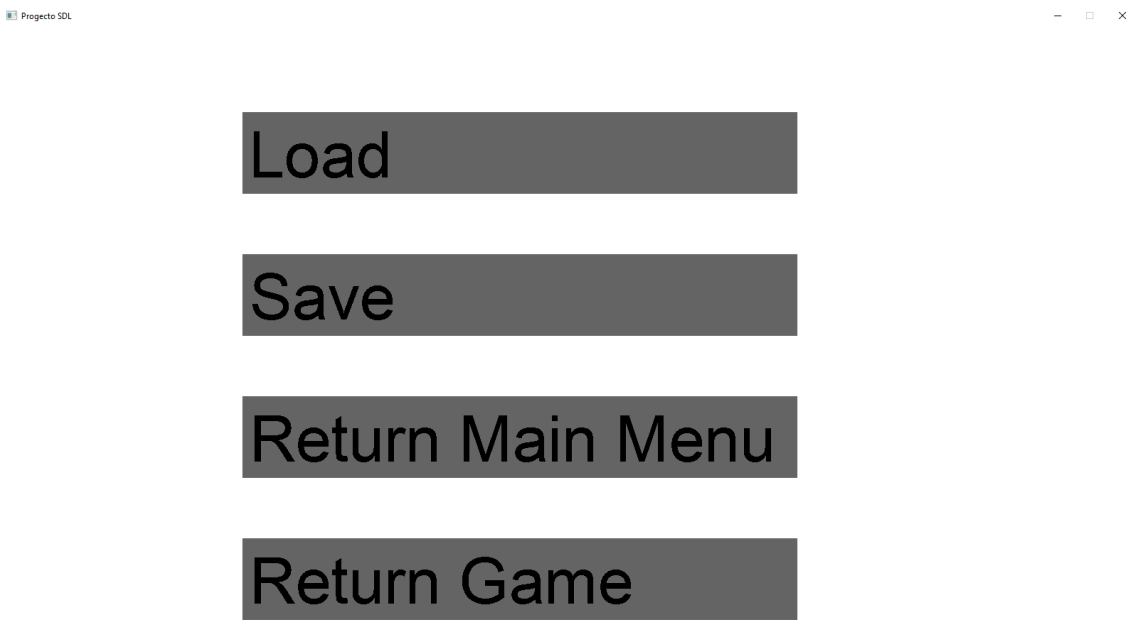
This mode is accessed using the TAB key during the game, in this mode the user can change the game values as desired, being able to change the position of the objects, their rotation (visual effect only, it does not affect the collision system), their status, and even sprites, being able to add more at runtime.

To select an object, you can select it from the list of objects in the scene or by clicking on that object. If there are two or more objects at the same point, the selection will alternate between the two that are first in the list.

Since the editing window blocks of the screen during edit mode you can move the camera with the 'A' and 'D' keys.

The ESC key accesses the pause screen.

Pause



On this screen the player can decide whether to load another game, save, exit to the main menu, or return to the game.

The ESC key returns to the game screen.

Save

The player can choose to overwrite an existing game or generate a copy, or delete a game.

The ESC key returns to the pause screen.