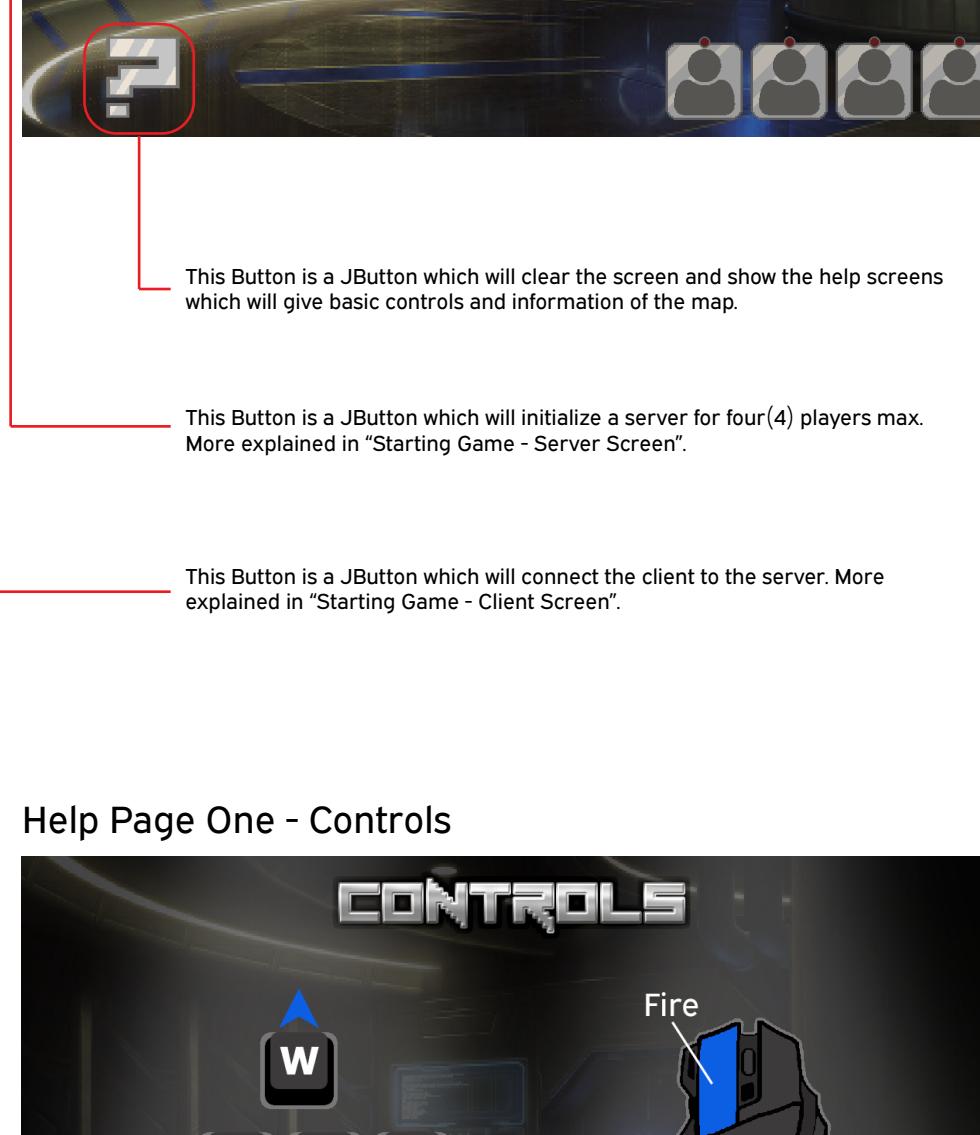


UI DOCUMENT: HOVERTANKS

Main Menu Screen



This Button is a JButton which will clear the screen and show the help screens which will give basic controls and information of the map.

This Button is a JButton which will initialize a server for four(4) players max. More explained in "Starting Game - Server Screen".

This Button is a JButton which will connect the client to the server. More explained in "Starting Game - Client Screen".

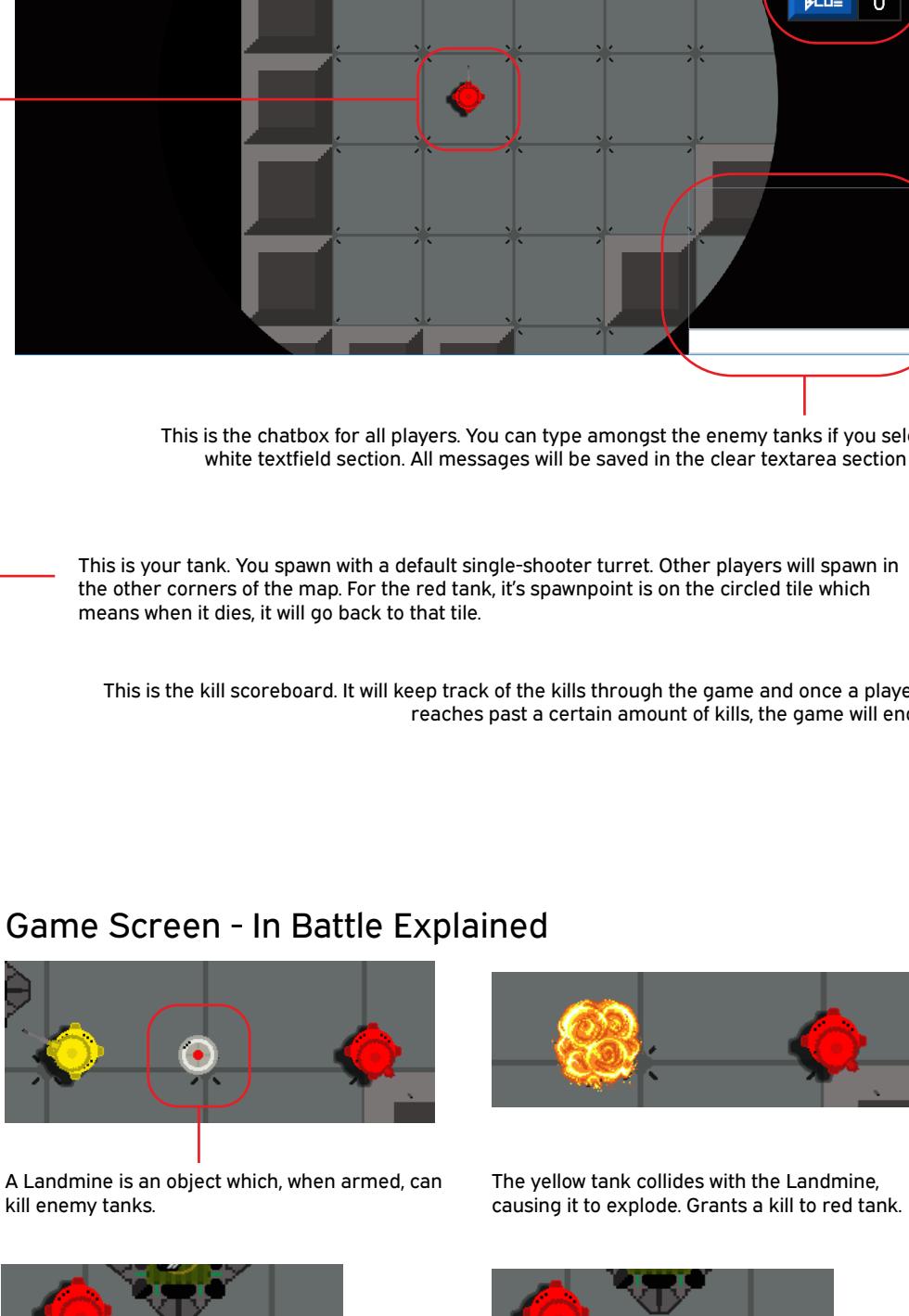
Help Page One - Controls



This Button is a JButton which will lead you to the previous page, which is the main menu.

This Button is a JButton which will lead you to the next page, which is powerups and tiles.

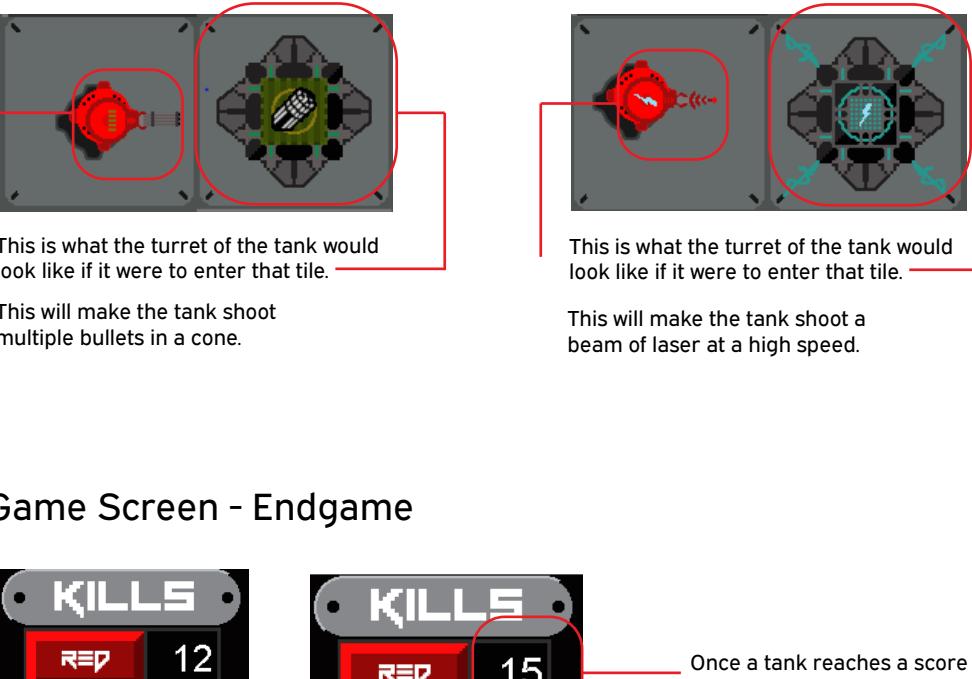
Help Page Two - Powerups and Tiles



This Button is a JButton which will lead you to the previous page, which is the controls.

This Button is a JButton which will lead you to the next page, which is main menu.

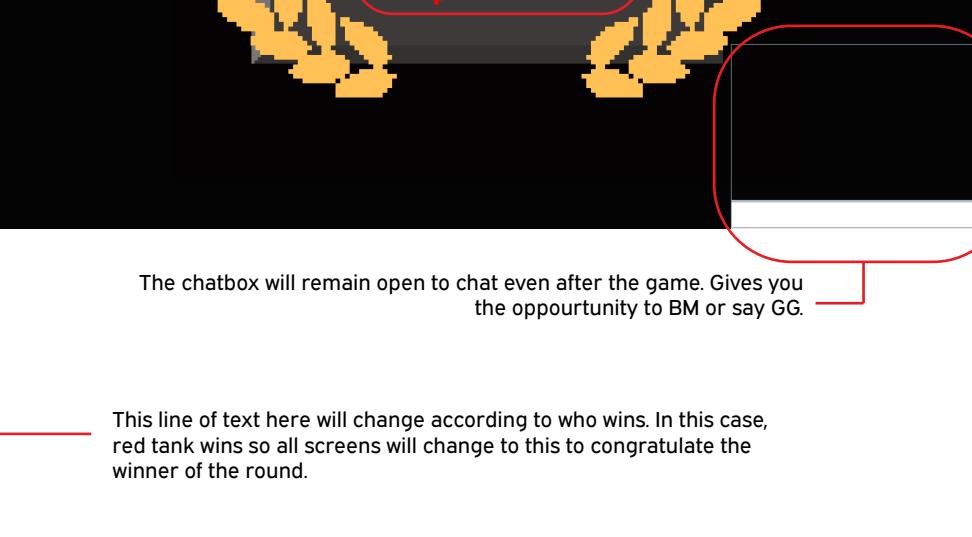
Starting Game - Server Screen



This Button is a JButton which will create a new panel which opens the gamepanel. This panel will paint the graphics of the map, the tanks, the fog and the scoreboard.

This textarea is an area where the IP address of the server will be located. Clients can type this into their screen, explained below.

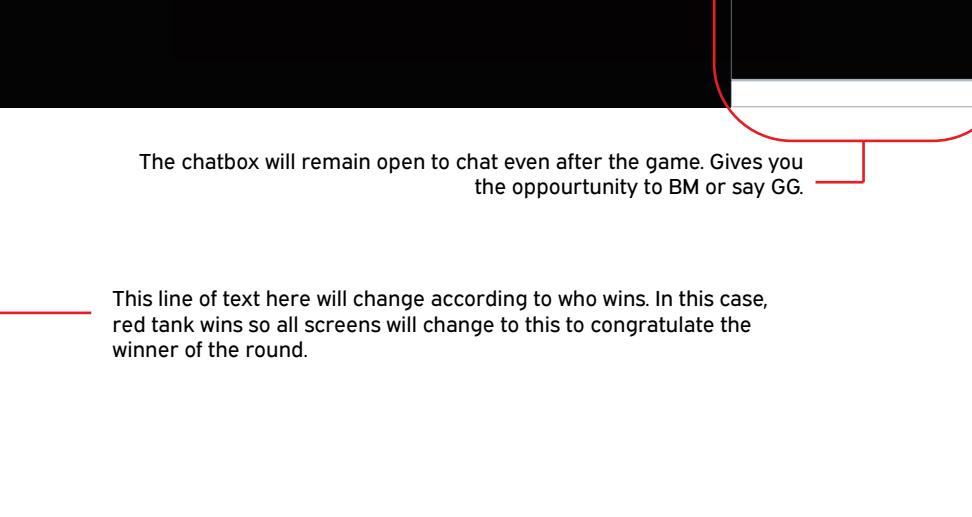
Starting Game - Client Screen



This Button is a JButton which will create a new panel which opens the gamepanel. This panel will paint the graphics of the map, the tanks, the fog and the scoreboard.

This textarea is an area where the client can type the IP address of the client. This IP will connect the client to the address written.

Game Screen - GUI Explained



This is the chatbox for all players. You can type amongst the enemy tanks if you select the whitetextfield section. All messages will be saved in the clear textarea section above.

This is your tank. You spawn with a default single-shooter turret. Other players will spawn in the other corners of the map. For the red tank, it's spawnpoint is on the circled tile which means when it dies, it will go back to that tile.

This is the kill scoreboard. It will keep track of the kills through the game and once a player reaches past a certain amount of kills, the game will end.

Game Screen - In Battle Explained



A Landmine is an object which, when armed, can kill enemy tanks.

The yellow tank collides with the Landmine, causing it to explode. Grants a kill to red tank.

Bullets are also an object which can kill enemy tanks, except they shoot in the location of the cursor when you click.

The yellow tank is hit by the Bullet, causing it to explode. Grants a kill to red tank.

Game Screen - Powerups and Tiles Explained

This is what the turret of the tank would look like if it were to enter that tile.

This will make the tank shoot multiple bullets in a cone.

This is what the turret of the tank would look like if it were to enter that tile.

This will make the tank shoot a beam of laser at a high speed.

Game Screen - Endgame

Once a tank reaches a score of 15 kills, everyone will be directed to a winners screen.

The chatbox will remain open to chat even after the game. Gives you the opportunity to BM or say GG.

This line of text here will change according to who wins. In this case, red tank wins so all screens will change to this to congratulate the winner of the round.