



# Bullet Zone Tank Game

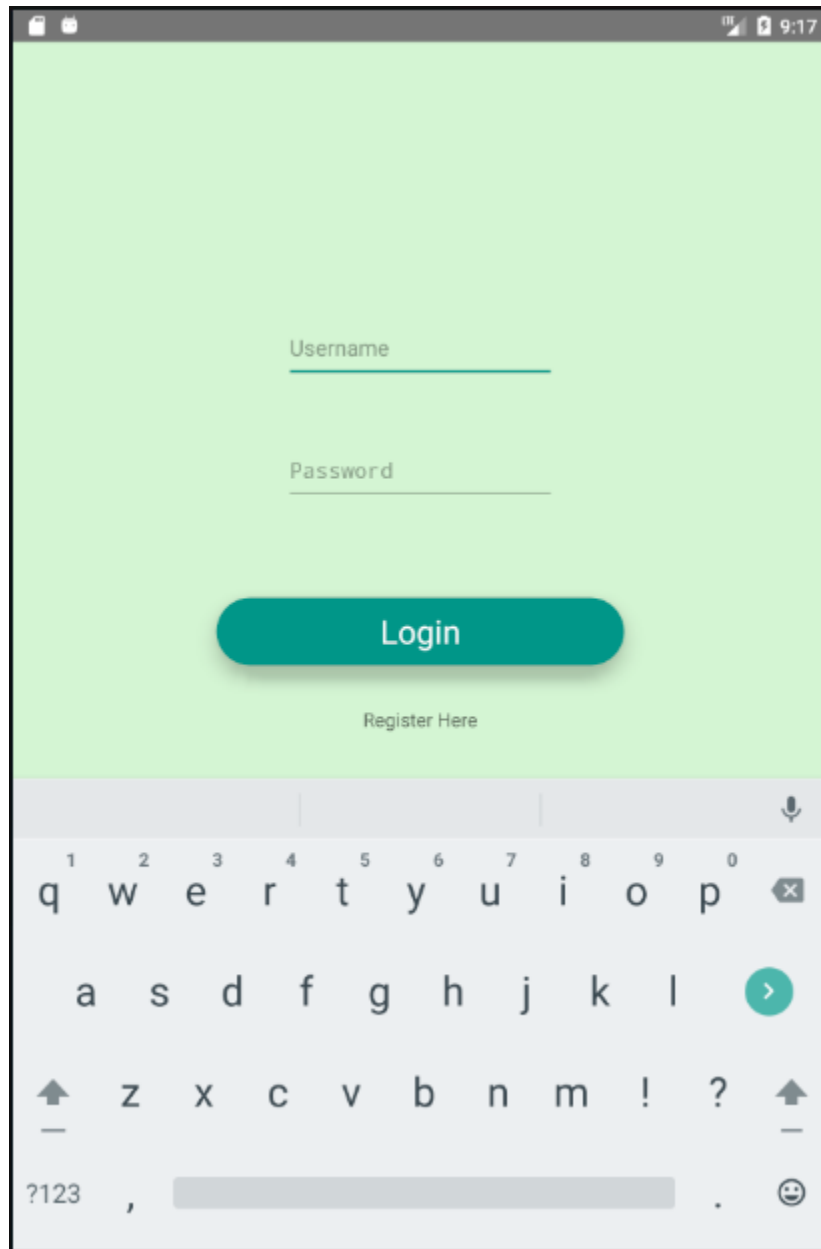
Team Beta  
User's Guide

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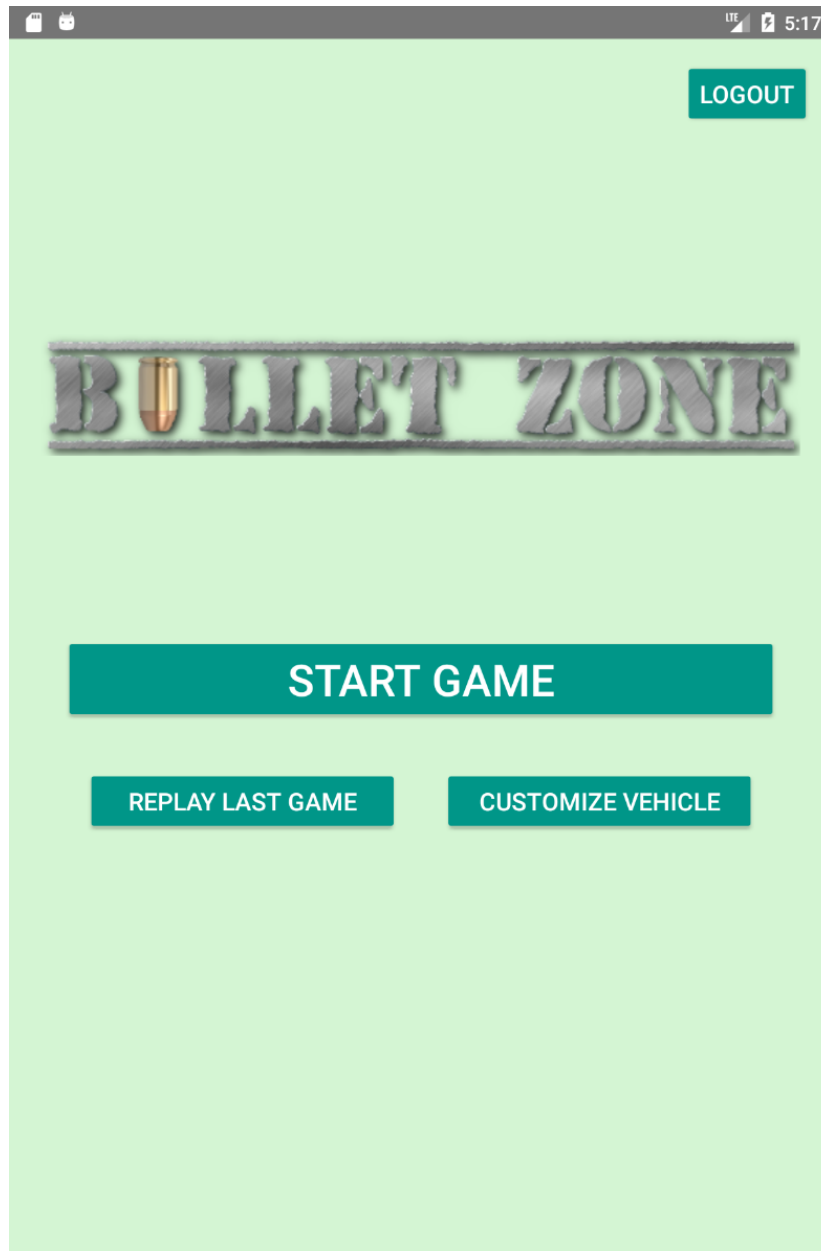
# Account Login

This is the first menu that you see when you first open the app! If you already have a pre-existing account type in your username and password and log in. If you do not have a pre-existing account and are a new user, use the register here button to register a new account. After registering a new account you will be returned to the login menu where you can log in to your account!



The screenshot shows a mobile application interface for account login. The background is a solid light green color. At the top, there is a status bar with icons for signal strength, battery, and the time 9:17. Below the status bar, the word "Username" is displayed in a light gray font, followed by a horizontal input field with a green underline. Below the username field, the word "Password" is displayed in a light gray font, followed by another horizontal input field with a green underline. In the center of the screen, there is a large, rounded teal button with the word "Login" in white text. Below the "Login" button, the text "Register Here" is displayed in a small, light gray font. At the bottom of the screen, there is a virtual keyboard with a light gray background. The keyboard has three rows of keys: the first row contains letters q, w, e, r, t, y, u, i, o, p and a delete key; the second row contains letters a, s, d, f, g, h, j, k, l and a teal arrow key; the third row contains a shift key, letters z, x, c, v, b, n, m, a shift key, and a question mark key. Below the keyboard, there is a row of keys including a comma key, a long gray bar, a period key, and a smiley face key.

# Main Menu



After logging in this is the main menu! **If this is your first time starting your app on your device be sure to check out the customize tank menu so you can customize your vehicle! (If you start a game without selecting your vehicle and battlesuit first then you will not be allowed to join the game.)**

From this menu you can start a game, customize your vehicle, watch a replay, or logout of your account!

# Garage Bay

This is the garage bay! Here you can decide to add a new tank, ship, truck, or battle suit (soldier). While we do have a “delete all vehicles” button it is for testing purposes only as it deletes everything in the garage bay without reference to permissions. Once you add in a vehicle or battle suit, it will be added to the list. It will display a text of the vehicle name with its corresponding customization ID. To edit a vehicle/battle suit you have to click on the text from the list to open up the customization screen.



# Customize Vehicle

Customize Vehicle

Items

- Vehicle expansion frame
- Garage bay
- Battle suit expansion frame
- Storage container
- Standard tank frame
- Standard truck frame
- Standard battle suit
- Standard ship frame

Categories

- Frame
- Generator
- Drive
- Weapon
- Engine

Currently Equipped Items

- Standard tank frame
- Standard tank generator
- Standard tank engine
- Standard tank cannon
- Standard tank drive tracks

Vehicle Stats

Size: 27.0	Weight: 31.0
Price: 1210.0	Capacity: 32.0
Armor: 200.0	Damage: 30.0
Instance Limit: 2.0	Electric Power: 4.0
Electric Power Used: 4.0	Drive Power: 2.0
Drive Power Used: 4.0	Movement-to-weight ratio: 25.0
Weight modifier: 0.0	Armor modifier: 0.0
Terrain-obstacle sensitivity: 0.1	

SET VEHICLE SET BATTLE SUIT SET ACCESS LEVELS DELETE THIS VEHICLE

## Items

This is a list of items you can equip to your selected vehicle/battle suit. Items will vary depending on which category you selected. Once a category is selected, items will populate the item list. Items consist of frames, generators, drives, weapons, and engines for the vehicle. To add an item to your vehicle/battle suit, you just need to click on the text.

**Note:** Adding a frame will give additional health and stats like armor to the vehicle. For example, selecting a tank and equipping a tank frame will give you more health and armour, going past 100%.

**Note:** You may only equip items that fit within capacity. If an item will cause the size to become greater than the capacity then it will not be added to the item.

**Note:** In order to get full functionality of a vehicle please equip all necessary parts. At least one of each category except frame.

## Categories

There are only 5 categories you can select. The frame, generator, drive, weapon, and the engine.

Frame: Is the frame for a vehicle. Adding another frame to the vehicle increases health and capacity.

Generator: Provides more power to the vehicle allowing for faster movement.

Drive: Determines which terrain you can go on

Weapon: What type of weapon you have equipped. Having multiple weapons equipped will cause all weapons to fire at once.

Engine: Determines how often you can move out of terrain.

## Currently Equipped Items

This is a list of items that you have selected. If you do not want a certain item, you can click on the text to remove that item from the list.

**Note:** If you selected a vehicle like a tank and equipped ship items, your tank will act as a ship and be able to move in the water.

## Vehicle/Battle Suit Statistics

This displays the statistics of your selected vehicle/battle suit. As you equip items to your vehicle/battle suit, its statistics will change accordingly to what you have selected.

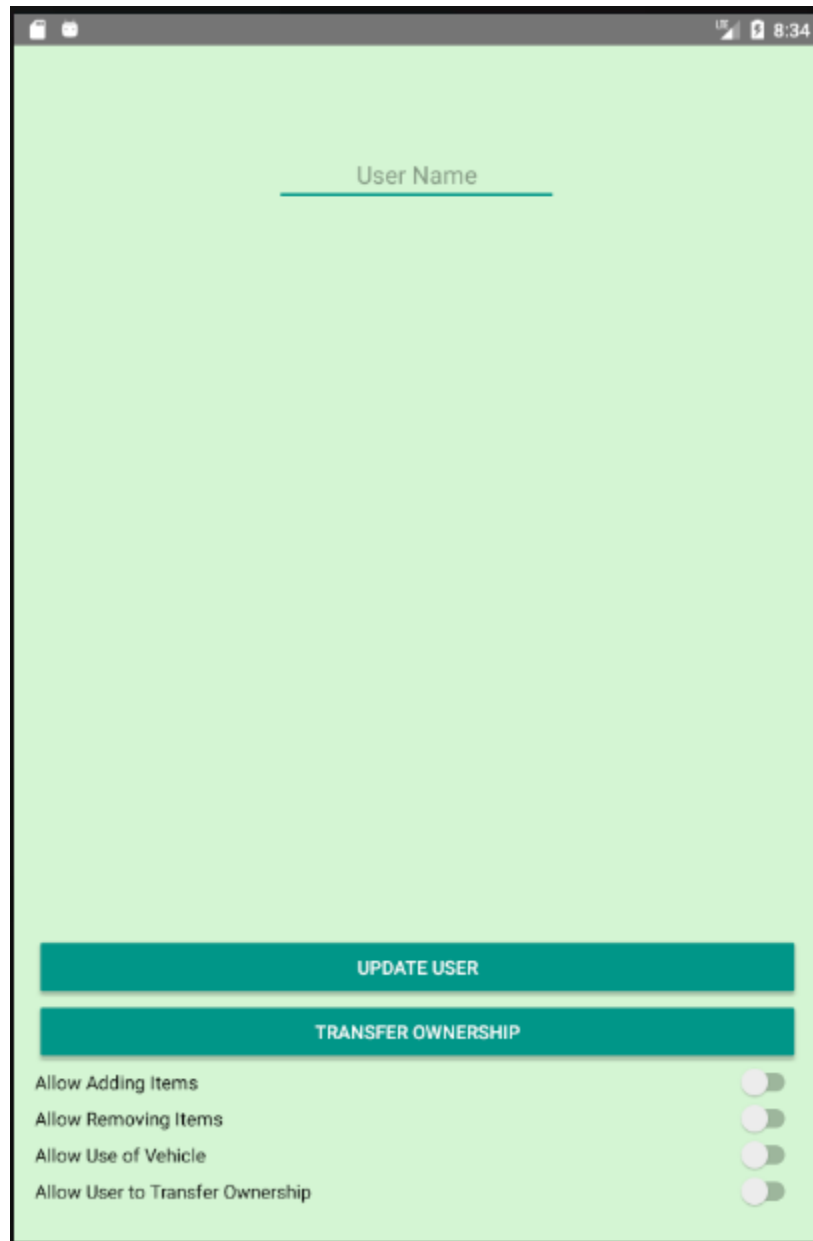
Once you are satisfied with your vehicle/battle suit customization, you can set the vehicle using the “set vehicle” button. If you set a battle suit to be your vehicle you will spawn in as a soldier. The “set battle suit” button will set your soldier that you will be using when you eject from a vehicle (you must have a battle suit selected from the garage bay). The “delete vehicle” button will return you to the garage bay and delete the selected vehicle/battle suit from the garage bay list. The “set access vehicle” button will take you to the permission screen.



## Set Access Levels

This allows you to change permission levels regarding a vehicle.

## Permissions



The screenshot shows a mobile application interface with a light green background. At the top, there is a status bar with icons for signal, Wi-Fi, and battery, and the time 8:34. Below the status bar, there is a text input field labeled "User Name" with a blue underline. Below the input field, there are two teal buttons: "UPDATE USER" and "TRANSFER OWNERSHIP". Below these buttons, there are four toggle switches, each with a label to its left: "Allow Adding Items", "Allow Removing Items", "Allow Use of Vehicle", and "Allow User to Transfer Ownership". All four toggle switches are currently turned off.

In order to share your vehicle with varying permissions, you first need to type the user's name that you want to share permission with in the text box. After that click "Update User" and then all of their current permissions that they have associated with the vehicle will show up. After updating a user, you can now change what permissions that user has with that vehicle. When

you give a permission or transfer the vehicle to a user, that vehicle will show up in their garage bay with the associated permissions next time that they log in! Transferring a vehicle will give you all permissions meaning that you can do everything except delete the vehicle since only the owner of the vehicle is allowed to delete the vehicle.

**Note:** In order to join a game or select a vehicle for use, you must be either the owner of the vehicle or have permission to use the vehicle.

**Note:** In order to join a game **YOU MUST** have access to use both a vehicle and battlesuit that are currently selected.

## Replay

Want to see your sick replay where you destroy other people on the battlefield? Introducing replay mode! In replay mode you can replay the most recent game from when you joined it to when you left. Press the play button to start your replay! You can change the speed of the replay by moving the slider bar ranging from 1x speed to 5x speed. You can only pause the replay to see your cool eliminations in all of its glory. The hp of your vehicle is displayed at the top of the replay too! If you want to watch the madness from the beginning again simply press the reset button!



# Bullet Zone Game



Your vehicle/soldier will be displayed as blue while enemies are displayed as red. Neutral vehicles are displayed as grey and this indicates that the vehicle is empty and unowned. Your health is displayed as the big health bar at the top of the screen. Enemy vehicles/soldiers and neutral vehicles have their own health bars above them in the gridcell. Ejecting allows you to become a soldier and you can enter and take control of empty vehicles. You may not eject for 5 seconds upon entering a vehicle. Certain terrain also hides any enemy/neutral units, so an enemy in the woods for example will not be visible to you until it's too late. Terrain that can be hidden also provides cover to the vehicle that's hiding inside of it so the vehicle inside will not take damage. Once terrain

is destroyed however, any vehicle/soldier inside will get destroyed alongside the terrain due to collateral damage.

## Button

### Forward

The button with a double forward arrow on it (facing towards the top) moves your vehicle forward in the direction that it is currently facing.

### Backwards

The button with a single arrow pointed down is a backwards arrow, it will move your vehicle backwards in the opposite direction that it is facing.

### Turn Left

The counterclockwise arrow on the left rotates the vehicle 90 degrees counterclockwise once. (It turns it to the left.)

### Turn Right

The clockwise arrow in the right rotates your vehicle 90 degrees clockwise once. (It turns it to the right.)

### Fire

The button in the center with a target on it is the fire button. Pressing this button will fire a bullet out of your tank! The number of bullets that are currently on the screen depends on the "instance limit" property of your tank. Also, make sure you have a weapon equipped from the vehicle/battle suit customization to be able to shoot!

### Eject

The button with a triangle and a bar below it (top right of the controls) will allow you to eject from a vehicle and you will become a soldier. You may not eject out of a vehicle upon entering it for five seconds.

### Shake

Shaking the tablet should allow the vehicle/soldier to fire as long as a weapon is equipped!

### Leave

This button returns you to the main menu where you can customize your tank and play again!

## Terrain

### Walls

Walls are either the red or grey bricks. Grey walls are undestroyable while red ones are destroyable.

### Land

The land is displayed as the tanish gravel cells.

### Water

The water is displayed as the blue cells.

### Road

The road is displayed as the black cells.

### Coast

The coast is displayed as the yellow sand cells.

**Note:** Both land vehicles and water vehicles can move onto coast tiles.

### Debris

The debris is displayed as the rock cell. Debris is created after destroying a forest, building, wall, or fortification. If a vehicle is hiding inside of a destroyable terrain when it is destroyed, that vehicle will be destroyed alongside the terrain.

### Forest

The forest is displayed as the trees, you can hide in them if your frame size is small enough. Otherwise you will not be able to move into them.

### Building

The building is displayed as the houses, you can hide in them if your frame size is small enough. Otherwise you will not be able to move into them.

### Fortification

The fortification is displayed as the fence walls, you can hide in them if your frame size is small enough. Otherwise you will not be able to move into them.

## Hiding

As a vehicle/soldier you can hide in the forest, building fortification as long as your frame **size** is correct.

## Score

### Gaining Points

You gain points by either dealing damage to another unit, destroying another vehicle/soldier (gives you score based off of their price), or by entering & exiting a vehicle.

### Losing Points

You lose points by destroying terrain and every 10 bullets you fire causes you to lose points.

## Vehicle/Soldier Statistics

You can view stats of any vehicle on the gridview by clicking on it.

**Note:** Clicking on a hidden vehicle will not give you stats of that vehicle.

