

Player's Manual



SoundBullet is a music-themed shoot em up which allows you to use your own music as the soundtrack.

Getting Started

The easiest way to run the game is to open it in the Processing 3 IDE.

1. Unzip 'Soundbullet.zip'.
2. Open 'Soundbullet.pde' in Processing 3.
3. Run the game.

Note: Processing 3 & the minim sound library is required.

If a custom soundtrack is not added, the game will use the 'Rocket League' soundtrack by default:

Steam: <http://store.steampowered.com/app/393580/>

iTunes: <https://itunes.apple.com/gb/album/rocket-league-official-game/id1015122533>

Customising the soundtrack

You can view the current soundtrack by navigating to the data/music directory.

To use your own music, replace the existing files for your own.

Notes:

- **Music files must have the .mp3 extension.**
- **Seven mp3 files are required.**
- **Music will appear as planets in the universe.**

Playing the game

The game begins in a universe setting, where you can observe your empire. Planets with a green ring around them are under your rule. All other planets are occupied by pirates. It is your job to defeat the pirates and conquer all of the planets. Click on a planet to attack it. During an attack, your ship might take damage. To repair a damaged ship, head to your workshop at the home planet (top left in the universe).

The workshop provides a space for you to purchase ship upgrades (the dual gun turret is highly recommended).

Controls

During an attack, you are in control of the blue spaceship at the bottom of the screen. Use the following keys to control your ship:

Key	Action
'w'	Move up
's'	Move down
'a'	Move left
'd'	Move right
spacebar	Shoot

Good Luck, Captain!