Instructions for Bulletzone

- To begin playing Bulletzone, begin by opening the Bulletzone app.
- Upon opening the app, you will be presented with a login screen: here, you should login using an existing username and password, or register using a new username and password. The system will inform you if the credentials submitted are valid.
- Upon successful login or registration, you will be spawned into a game board, where you will have a tank unit and a miner unit. The tank unit will be selected by default. The tank can simply move and fire, while the miner can move, fire, and mine resources.
- Here are the stats for the tank and the miner units:
  - Tank
    - 100 health, 1 move/500 ms
    - 30 damage/bullet, 2 bullets at a time, 1 bullet/500 ms
  - Miner
    - 300 health, 1 move/800 ms
    - 5 damage/bullet, 4 bullets at a time, 1 bullet/200 ms
    - Mines 1 resource/second
- To control a unit, you may select the button with an image of the unit you want to control. The valid controls for that

unit will be displayed. Both units have the following functionality:
- ○ Moving: Forward and backward. Can turn left or right. There are associated buttons for each of these moves.
- ○ Firing: May fire bullets using the button or by shaking the device. Bullets travel in the direction the unit is facing.

The miner has the added functionality of mining the resource matching the current tile.
- ○ Mining: May select button to enable mining. Collects resources matching the current terrain.

Mining the resource continues until another command is given to the miner. You are allowed to switch to and control the tank unit- the miner will continue mining.
- Terrain also exists on the gameboard, which affects movement speed and resource mined:
  - ○ Meadow: Clay, no speed modifier
  - ○ Sand: Clay, 20% slower
  - ○ Hilly: Iron, 50% slower
  - ○ Rocky: Rock, 100% slower
  - ○ Water: Cannot enter
- Bullets continue forever, wrapping around the walls of the map until they collide with something. Each unit has a maximum number of bullets, as outlined above. When the unit has the maximum number of bullets active, it will be unable to fire.

- Walls also exist on the map. Wooden walls are destructible, whereas brick walls are not. Colliding with a brick wall will deal no damage, but colliding with wooden walls will deal damage equal to 10% of the unit's health to the wall, and the wall will deal damage equal to 10% of the wall's health to the unit.
- The same collision damage exists between units, both friendly and foe.
- While you play the game, various items will spawn on the map. This includes various money drops, as well as resources (same as those that can be mined). Upon driving over these resources, your item log or account will update. Each mined resource provides 1 of itself, while each money drop provides up to a thousand gold. Shooting items destroys them, and you do not receive them.
- You may select the "Replay" button to enter the replay mode. It saves your most recent game, and allows you to play through each frame. You can play, pause, and adjust the playback speed. When done, you may return to the game, without a need to login.
- When done playing the game, you may select the "Leave" button. This will confirm that you would like to leave, and bring you back to the login screen, where you may resume the game by logging back in. Any of your resources you have collected will be converted into gold, and added to your account.