

Battle Tanks: User Manual

Version 1.3

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1 Welcome

Welcome to the galactic realm of <Battle Tanks>. This document aims to offer the user a seamless process of setting up, becoming familiar with, playing and enjoying this game. To get the most out of the gaming experience, please take time to quickly read through the following sections.

2 Background

<Add in a cool story here>

3 Quickstart

3.1 System Requirements

In order to run <Battle Tanks>, the following hardware and software requirements need to be met:

| | Required | Recommended |
|------------------------|--|--|
| Operating System | Windows 7/8 (32-bit) | Windows 7/8 (32-bit) |
| Processor (CPU) | 1 <i>GHz</i> 32-bit (x86) | Intel(R) Core tm i5 @ 2.67 <i>GHz</i> , equivalent, or higher |
| Installed Memory (RAM) | 1 <i>GB</i> (32-bit) or 2 <i>GB</i> (64-bit) | 2 <i>GB</i> (32-bit) or 4 <i>GB</i> (64-bit) |
| Disk Space | 4 <i>MB</i> | 4 <i>MB</i> |
| Video Card | DirectX 9 compatible | DirectX 9 compatible, 128 <i>MB</i> memory, or higher |
| Peripherals | Keyboard | Keyboard |

3.2 Installation Instructions

Installing <Battle Tanks> is a simple task. To do so, follow the steps given below:

1. Copy the <Battle Tanks> game folder to a directory of your choice from which you would like launch the game.
2. Ensure that all the game files (seen in figure 1) are located within the game folder:
3. Your installation of <Battle Tanks> is complete. The game can now be launched by running the <Battle Tanks>.exe file located within the game folder.

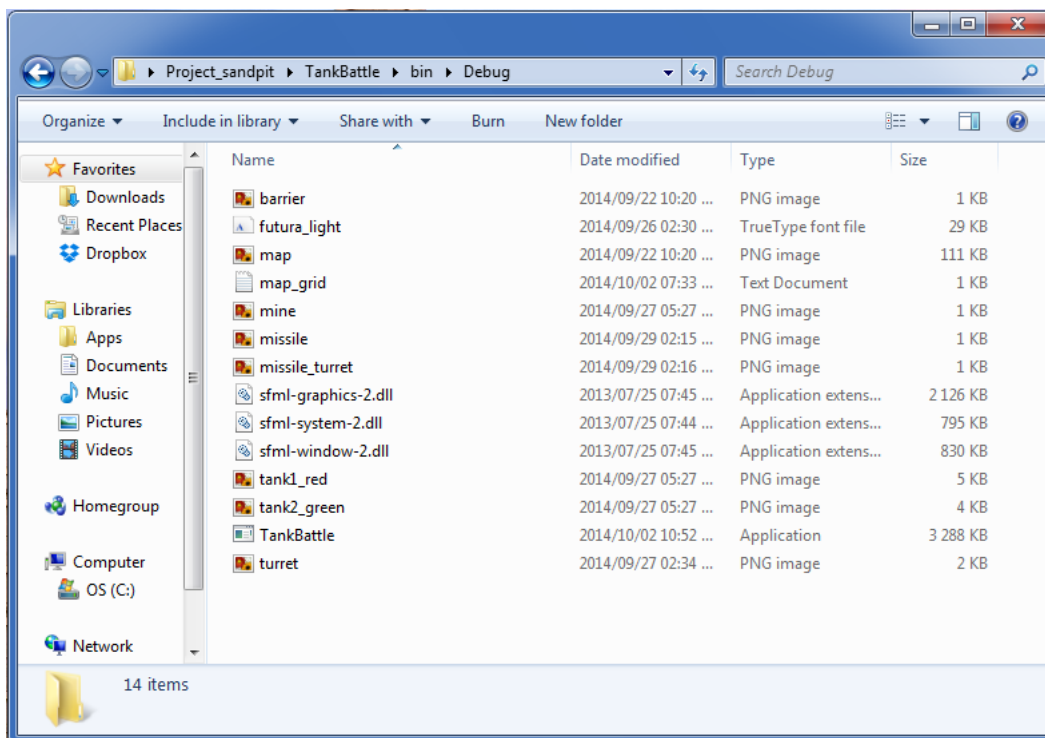


Fig. 1: During installation, ensure that all the above files are present within the game directory.

3.3 Starting the Game

<Battle Tanks> can be easily started by navigating to the game folder and double clicking on the <Battle Tanks>.exe file.

4 Basic Information

4.1 Game Environment and Terminology

Figure 2 displays the a typical setup of the <Battle Tanks> game world. For further customizations of this layout, please see section 5.

Fig. 2: An overview of the entities found within the <Battle Tank> world.

The following list details the entities found within the <Battle Tanks> world. Graphical representations of these are shown in Figure 2 above.

- 1 **Player 1 Tank:** This is the tank avatar controlled by player 1.
- 2 **Player 2 Tank:** This is the tank avatar controlled by player 2.
- 3 **Tank Missile:** These are lethal moving projectiles created by each players tank. Tank Missiles rebound off <Space> barriers for a finite number of times before being destroyed by them. Colliding a tank with a missile will cause the tank to be destroyed.
- 4 **Tank Mine:** These are lethal static objects created by each players tank. Colliding a tank with a mine will cause it to be destroyed.
- 5 **<Space>Barrier:** These are stationary objects which boarder and are found in the game world. Barriers will cause Player tanks to become blocked and will reflect tank missiles while destroying turret missiles and tank mines which collide or are laid on them.
- 6 **<Space>Turret:** Turrets are neutral entities in the game which will fire turret missiles at either player tank if it comes within a certain range and is within the turrets line of sight. Turrets form part of the <space> barriers and will block a tank trying to move through it.
- 7 **Turret Missiles:** These are lethal projectiles created by <space> turrets. Turret missiles are destroyed when they collide with <space> barriers.Colliding a tank with a turret missile will cause the tank to be destroyed.

4.2 User controls

The following keyboard keys are used to control the player tanks within the game world:

| Action | Keys | |
|----------------|------------|-----------|
| | Player 1 | Player 2 |
| Move Forward | ↑ | W |
| Move Backwards | ↓ | S |
| Rotate Left | ← | A |
| Rotate Right | → | D |
| Fire Missile | Right Ctrl | Left Ctrl |
| Lay Mine | Right Alt | Left Alt |

4.3 Playing your first game of Battle Tanks

The following subsections provide for quick guide for new players of the <Battle Tanks> game.

4.3.1 Game Objective

A game of <Battle Tanks> lasts for two minutes in which player's tanks can freely move around and interact with the game world.

The objective of the game is to be the player with the highest score at the end of this two-minute time limit. This is accomplished by destroying the opposing players tank.

4.3.2 Scoring

Points are obtained within the game by destroying the opposing players tank. Points are also awarded to the opposing player if a players tank is destroyed by his or her own missiles or turret missiles.

4.3.3 Game end

Once the two minute time limit expires, the game is over. At this point the game screen displays the resulting player scores. The game can be replayed by closing the current game screen and re-running the game application.

5 Using the Map editor

<Battle tanks> offers players the great flexibility of customizing the layout of the game map through the use of a simple visual editor. To customize the game map the follow the steps given below:

1. Navigate to the game folder and open the map editor file: "map_grid.txt". By default, the file contents will appear as shown in Figure 3.
2. Edit the contents of the file text grid to your design preference. The text characters represent the following

| | |
|-----|-------------------------|
| '#' | <Space> Barrier |
| 'T' | <Space Turret> |
| '1' | Player 1 spawn position |
| '2' | Player 2 spawn position |
| '*' | Empty tile space |

3. Once the text grid has been satisfactorily modified, save and close the file.
4. Restart the game to see the newly edited layout.

6 Tips and Hints

The following points are given to help enrich your experience playing the game:

- Remember that tanks can shoot both missiles and mines. Use this feature to vary your strategy against your opponent and dominate your position on the map.
- Tank missiles can rebound off barriers. Use this feature to your advantage by hitting your enemy from around corners, but be careful - your missiles can kill you as well.
- Turrets will fire at both players, and so staying out of their range will guarantee safety. Turrets can be destroyed as well.

7 Acknowledgments

Special thanks go to Christopher Golden for his creative input in creating the game sprites and inspiring the game theme.

8 Developer Details

Below are the contact details of the <Battle Tanks> game develpoers.

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For the latest stable release of <Battle Tanks> fork our repository at:
<https://github.com/danielgholmes/tank-battles>