

# Bullet Zone - User Instructions Milestone 2

## Title Screen:

The title screen has the account button which allows you to either login with a registered account or register a new account with a username and password.

Once entering a username and password to register, you can press the login button with the same information to log into your account.

Only once you are signed in are you able to join the game by pressing the play button.

## In game:

Once in game, the game display appears with your Dropship, Tank and Miner on it, which can be controlled through several different buttons on the screen.

The display consists of normal grass terrain, darker green forest terrain, hilly terrain, rocky terrain, gray destructible walls, and red indestructible walls.

The four buttons at the bottom control your unit's movement, with a left, right, down, and up direction. The three buttons with "Tank" "Miner" and "Dropship" change which unit you have control of. For the dropship, the move buttons only rotate.

The tank/miner can only move to a tile next to it if it is facing/facing away from the tile, as the tank can not move to its left or right without turning first.

While the tank can enter the forest terrain, the miner and bullets can not

To turn, you simply press the buttons representing the directions that are to the side of the tank and the tank will turn to face that direction, allowing for the same direction to be pressed again to move.

With the fire button, you can shoot a bullet from the tank/miner/dropship towards the direction the unit is facing, with the tank/miner doing 15 damage per bullet and dropship 50.

The miner and tank units can move into the dropship to be protected and heal over time.

Pressing the mine button which appears when controlling the miner will start a mining process that gives differing amounts of credits each second depending on the terrain. The action can be interrupted with move or fire.

The power ups consist of the purple anti grav crystal (doubles vehicle speed, -.1 fire rate) and the green fusion reactor crystal (doubles fire rate, -.1 move rate)

The thingamajig block gives credits upon pickup.

All of the items spawn randomly on a ten second interval upon joining the game.

When leaving the game, you need 1000 credits and they are taken from your account upon leaving.