

# BulletZone User Guide

## What is BulletZone?

BulletZone is a tank game played on a two dimensional field.

## Installation

1. Start your Android Device
2. Open the App Store
3. Search "BulletZone"
4. Install "BulletZone" by Team Baryte

## Logging In

You must log in before beginning game play. Click the "Login" button to do this.

## On the login screen

- *Username Text* - Type your username here.
- *Password Text* - Type your password here.
- *Login* - Use your credentials to login to your account
- *Register* - User your new credentials to create your account and log in

## On the game screen

- *Login* - Display the place to login
- *Replay* - Display the recent gameplay at various speeds
- *Leave* - Close the game
- *Test* - Adds 10 of each resource to your garage balance
- *Destroy Current Tank* - Removes your current tank from the board
- *Join Game* - Join the game
- *Account Information*
  - *Bank Account Balance* - The number of credits you have
  - *Garage* - The container for your items, like tanks

- *Action* - Does the action matching the current vehicle you are using
- *Fire* - Fire bullets in the direction you are facing
- *Eject* - Remove your current powerup from the current vehicle
- *Respawn* - Respawn your tank (only when a factory is created and the tank you want to respawn is selected, \*respawns above the factory\*)
- *Board Spinner* - Select the board to view
- *Move To Selected* - Select a position on board to move the current vehicle to. The position selected is displayed to the right.
- *Health Information* - Lists the health of each of your tanks on the board
- *Resource Information* - Lists the number of each resource you have
- *Directional Keys* - Turn or move your tank
  - *Turn Left*
  - *Up*
  - *Turn Right*
  - *Down*
  - *Left*
  - *Right*
- *Game Board* - The game board to interact with your tank and other tanks

## **The Player**

You are the player. Each player has a tank, a miner, and a builder which can be turned and moved. You can also fire bullets. Your tanks are stored in your Garage. Each player also has an account with a starting balance of 1000 credits.

## **The Game Board**

### ➤ Tanks

- The directional keys can be used to turn and move the tank.
  - Pressing a key that is a “sideways” direction causes your tank to turn that direction.

- Pressing a key in the current or opposite direction you are facing causes your tank to move that direction.
  - Your tank can fire bullets in the direction your tank is facing.
- Walls
  - Indestructible - These walls can not be destroyed by firing bullets at them.
  - Destructible - These walls can be destroyed by firing bullets at them.
- Bullets
  - Bullets are fired from Tanks and can cause damage to walls and other tanks.
- Terrain
  - There are 5 kinds of terrain. Each terrain provides different resources and reduces speed by a different amount
    - Rocky
      - Gray
      - Provides rocks
    - Hilly
      - Light green
      - Provides iron
    - Meadow
      - Dark green
      - Provides clay
    - Forest
      - Dark green shape
      - Provides wood
    - Water
      - Light blue
      - Provides no resource
- Resources

- There are 4 kinds of resources. Resources can be used to build various structures.
  - Rock - Various shades of gray diagonal square
  - Iron - Light gray bar
  - Clay - Circular gray shape
  - Wood - Brown diagonal square
  - Thingamajig - Adds a random amount of tokens to your balance.
- Roads
  - Increases movement speed
- Decking
  - Allows all vehicles to move on water

## **Resources**

Resource amounts are shown in the bottom left. Resources spawn randomly on the board and can be picked up by moving onto the cell they are on.

## **Replay**

You can watch replays by clicking all the replay buttons in the top right. It will show the last game played.

### **On the replay screen**

- *Start* - Starts the replay of the recent gameplay
- *Pause* - Pauses the replay of the recent gameplay
- *Speed Up* - Causes the replay to show gameplay faster
- *Slow Down* - Causes the replay to show gameplay slower

### **Move to command**

You can click on the grid to pick a tile to move to. The tank will try to move that tile, but it will stop if it can't.

## **Types of Tanks**

All tanks can fire and move, but have different attributes like turning speed, movement speed, bullet speed, and health. To switch tanks press the drop down menu and pick the tank you want to control.

### ➤ Miner

- Can Mine to collect resources depending on which terrain their on

### ➤ Builder

- Can build destructible, indestructible, and roads
- You need 3 clay for a road; 1 rock and 2 clay for a destructible wall; 3 iron, 3 clay, and 3 rock for a indestructible
- Click on the build menu to pick if you want build
- Select build to get a drop down menu of what you want to build
- You can also dismantle
- Dismantling destroys the improvement behind you refunding all resources

### ➤ Tank

- Normal tank

## **Gameplay**

*Note: The game is currently under development.*

Start by logging in. You play as a tank, a miner, and a builder. The goal is to fire bullets at other tanks to be the last tank standing. Move around the board using the directional keys to avoid bullets and hit other tanks with your bullets. Try to pick up resources to build roads or decking. Be careful to keep track of your health. When you are done playing, leave the game.